



SEGA

SATURN

SEGA
No.1 FOR SATURN

ISSUE 17 \$2.75
MARCH 1997

M A G A Z I N E



SOVIET STRIKE

Reviewed Inside - EA's Blockbuster Shooter Finally Hits Saturn!

SCUD RACE

Witness the Power of the Amazing New AM2 Daytona Sequel!

HEXEN

The Best PC Conversion Yet? Read the First Review!

RESIDENT EVIL! COMING TO SATURN - OFFICIAL!



EXCLUSIVE!

MANX TT

HAS THE MIGHTY SEGA RALLY FINALLY MET ITS MATCH?



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Virtua Fighter 3™

It's been a huge month in terms of Sega news. Of course, the best tidings of all have been concerning Sega's merging with the toy giant Bandai, forming a new company, SegaBandai (great name eh?). This opens up a whole new world as far as Sega is concerned. Bandai may not be a huge name over here, but they have been responsible for some of the biggest mass market crazes in the toy world, most notably the Power Rangers.

We said in the last issue that Sega and Sega Saturn have moved firmly into the realms of the hardcore gamer and that Sony

have caught the mass market. With the Bandai merger, Sega are now able more than ever to do battle with its giant competition. In fact, Japanese observers have remarked that the mighty Nintendo might have to merge with someone in order to measure up to the behemoth companies that are Sony and SegaBandai.

One thing's for sure: nothing's going to happen overnight and for the time being at least, it's business as usual at Sega and its R&D departments as they prepare the next batch of wondergames, including the potentially amazing Virtua Fighter 3.



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Printing **Granger Clagg and Sportsworld**
Bulkytown.

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Wesley Howard



SEGA SATURN MAGAZINE USE



TO TEST ALL SOFTWARE

COVER STORY

14 MANX TT SUPERBIKE

Last month we described this as "the game that everyone's been waiting for, but no one's seen". And at that time it was true. Only now someone has seen it. And he's the editor of SEGA SATURN MAGAZINE. Check out his report this issue and prepare to be pleasantly surprised!



FEATURE

56 MARVEL MAYHEM!

With not one but TWO Marvel Comics derived games arriving on Saturn this year, SEGA SATURN MAGAZINE previews Marvel Super Heroes and X-Men Versus Street Fighter, plus we give you a potted history of the Marvel empire and some of their greatest moments to date.



SUBSCRIPTION RATES

UK £33.00 Annual Europe £45.00 Annual Zone 1 £73.00 Euro £48.00 These rates include postage and packing.

SUBSCRIPTION/BACK ISSUES ENQUIRIES

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GOIN'-OPERATED

92 SCUD RAGE

AMT's latest arcade game is the much awaited Scud Race, previously known as Super Car. Check out our excellent coverage of this awesome game. Marvel at the graphics and swoon at the rendered art!



SHOWCASES

34 SOVIET STRIKE

Electronic Arts finally reveal the completed Sega Saturn rendition of their eagerly awaited title, Soviet Strike. And guess what? Not only is it very good, it's actually better than the PlayStation original. A fact we often like to tell people about. When it's true. Still, for a full run-down on this potentially awesome game, read this!

40 HEXEN

Okay, so Doom was shit. There's no other way to describe it. Well, GF have gone some way to redressing themselves with Hexen - it's virtually identical to the PC original and it's actually pretty fast for a change! Cool stuff and more is revealed in this showcase.

46 DIE HARD ARCADE

This side scrolling fighting game is another near-buttes AMT arcade to Saturn translation and right here is where you're going to find a comprehensive moves list and in-depth look at this most entertaining game.

50 FIGHTERS MEGAMIX

Well the actual European release of this game is still what is known as "up in the air" but SEGA SATURN MAGAZINE continues the coverage regardless. Why? Because it's only one of the best Saturn games in existence. Shame it doesn't exist in the UK yet, though...





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NEWS

The first SATURN MAG produced in 1993 and you guessed it, it's a good one. There could have been no better cover than *Mars TT* (which has actually turned out really well) and contents-wise, the mag is packed to bursting with great games and the best tips. We're particularly proud of the *Exhumed Masters' Guide* (just watch it get topped off by our pathetic competition). So another issue, another journalistic triumph eh? On a sad note, this month sees the publication of the last issue of our sister magazine, *Mega Machines Sega*. It's a bit tragic to see it go, especially as I helped launch it all those years ago, and it was also my first editorship. But on the plus side, their passing should mean more readers and more power for SSM! Also, the MMG team will be merging with us to make this mag even more supreme, which can't be bad. And remember: NO SSM, NO MERCY!

Richard Leadbetter, Editor.



IT'S OFFICIAL

LOBOTOMY TO PRODUCE DUKE NUKEM 3D!

One of the most eagerly awaited Sega Saturn titles of the year must be the conversion of 3D Realms' super-impressive first person perspective 3D blaster, *Duke Nukem 3D*. Now the excitement reaches fever pitch as it is announced that Lobotomy Software are producing the Saturn version!

If you don't know who Lobotomy are, shame on you! They are the immensely talented bunch of guys behind the greatest Saturn first person 3D blaster around, *Exhumed*. Graphically, these guys can do things with the Saturn that I make your head spin! We're talking super smooth frame rates, light saucing... the whole nine yards. In fact, for a taste of their genius, check out the incredible *Exhumed Masters Guide* found on page 88.

Just before the mag went to press, G! Interactive told us the news and SEGA SATURN MAGAZINE has unearthed some more details. Firstly, full-on link-up modes are being promised that means NetLink action for sure, and quite possibly link-up cable stuff too. This is excellent news. *DukeMatch* on PC is one of the best multiplayer experiences you can get.

But at the moment, work is at very early stages over at Lobotomy. The guys are diverting the PC version to see what makes it tick, and they're also in the stages of upgrading the already awesome *Exhumed* engine. From the look of *Exhumed* it looks like Lobotomy already have the technology to make a truly memorable conversion of *Duke Nukem 3D* and in a recent interview with SEGA SATURN MAGAZINE, Lobotomy's Edo Drensbach said: "The main problem with porting these games [*Duke Nukem* and *Quake*] is that currently they work on engines that are not ideal for the Saturn. The target is when doing the port is to try to make the existing engine run on the Saturn. The result will probably not run as fast as it is possible."

Well, with Lobotomy on the case already with a Saturn-specific engine in the game, we should be looking forward to a conversion of only the very highest quality. And if you think that *Exhumed* pushed the Saturn to its limits, think again. Edo Drensbach also said: "The engine could probably be made about 20% faster just with general lightening and more assembly. Also, one of my co-workers came up with a way to do more realistic, dynamic lighting."

SEGA SATURN MAGAZINE couldn't have recommended the *Duke* conversion job to any other company. Lobotomy will ensure that this game is incredible! But beware: we will be following up this story just as soon as we can.



Exhumed (above) shows that Lobotomy can easily convert *Duke*

THE MOST REALISTIC SATURN GAME YET?

Though it may not look it from these screen shots, *GT Interceptor's* new signing is set to be one of the most intriguing blends of arcade and adventure gameplay yet seen on the Saturn.

It's called *Able's Oddyssey* (JAC) and has been developed by Oddworld inhabitants, a team of programmers set up in 1994 by two veterans of the computer special effects industry, Sherry McKenna and Lorrie Lanning.

Able's Oddyssey looks similar to such ill-fated classics as *Flashback* and *Another World*, but *Oddworld* is promising a much greater depth of gameplay in the game. As slave Abe has to complete a trap-packed quest which will establish his right to the leadership of his people. Once he's done that he has to single-handedly take on a sinister corporation which is threatening to grind his people into hamburger.

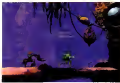
All this is played out in what GT are describing as "a unique combination of gaming and storytelling." That uses "the world's most advanced 3D production techniques." Apparently, *Able's Oddyssey* isn't so much a game as "a story dwelling experience."

This "Story Dwelling" bit is actually a sort of game design philosophy that *Oddworld* have concocted, and it affects several aspects of the game. One part of the Story Dwelling side observes the player's move events and actions and somehow uses them to determine his or her state of mind. It then changes the mood of Abe to reflect that state of mind, making him act and look as if he is excited, frustrated, sad, scared, pleased or whatever. In its turn, Abe's state of mind has an effect on how other characters react when they meet him, and of course that. All this is meant to make you feel more like you're actually in Abe's shoes rather than a vaguely controlling the usual zombie puppet.

Story Dwelling also involves teaching the player the language of the alien world he's running around in. This involves itself in a process of learning control combinations which elicit verbal responses from the characters. The characters are all programmed to behave intelligently, responding not just to events but to nearby sounds, such as weapon fire, and in some cases, even the smell of Abe is enough to lure them into action.

In an effort to make the gameplay seem as uncontrived as possible, *Oddworld* have made the game completely non-linear with numerous solutions to problems, thus catering for lateral thinkers. There are even several paths to the game's conclusion, some of which hinge on major ethical decisions embedded in the action.

All this sounds very promising, but is this going to be one of those games where all the high-falutin' ideas get in the way of the entertainment? GT have very high hopes that when *Able's Oddyssey* is released in the autumn it will establish itself as a groundbreaking game. We look forward to seeing more on this game in the very near future, and when we see it, so will you.



Apparently this is going to be a really hot game.



STAR WARS IS BACK

Oh, so the really doesn't mean that much relevance in the world of Saturn gaming, but you just can't avoid the fact that *Star Wars* is returning to other screens 10 years after its cinematic debut. As you've probably heard by now, George Lucas has commissioned an all-new digital animated soundtrack and visual special effects for all three films that comprise the *Star Wars* trilogy.



The excitement truly begins on March 25 when *Star Wars: The Force Awakens* is released. Lucasfilm's elite special effects group Industrial Light and Magic have worked overtime to produce some stunning all-new special effects, including what looks like a complete re-orchestration of the planet Tatooine (there's a lot more going on in *Star Wars* than just a far superior computer rendered landscape on the Death Star at the film's end).

Also included in *Star Wars* is the much-vaunted Jubba scene, where the notorious gangster confronts Han Solo in front of the Millennium Falcon in Docking Bay 94, anchored by John Williams' (who didn't leave us until *The Empire Strikes Back*) in the original trilogy.

Lucasfilm have revealed little about the enhancements they've made in *Empire Strikes Back* and *Return of the Jedi*, but it shouldn't take too long for that, and just how can they improve on the original's special effects? The films are being released at two week intervals. 50th staff members will be at each and every opening night... unless you live long like previous ones.





WILD NINES

**NEWS
SPECIAL
REPORT**

After the less than impressive Saturn outing that was Earthworm Jim 2, Shiny Entertainment have been a little quiet to say the least. However, the good news is that Dave Perry's California-based development team have been busy cooking up all manner of goodies due to be unveiled in '99. On the PC side there's the innovative 3D adventure, MDK (which may appear on Saturn) but it's the silky smoothness of their forthcoming Wild Nines that has us doodling with anticipation.

So why have gone back to their roots with the colourful platform romp as it features the same standard of animation and tongue-in-cheek humour that made the Wild Nines games such a hit. The leap to Saturn has obviously enabled the Wild Nines development team toinker with some nifty next generation hardware, the results of which were initially unveiled to SEGA SATURN MAGAZINE at last year's ECTS. The wacky world of Wild Nines features polygon characters based on detailed hand drawn sketches which are then placed into a variety of convincing 3D worlds. Players attempt to run, leap and dodge their way through each stage before taking on a number of tricky bosses. While this style of gameplay may be nothing new Shiny's are confident that their space-based platformer will be something other special.

WHAT'S THE STORY?

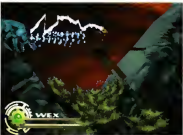
Wild Nines follows the misadventures of a reluctant hero by the name of Wex. The year is 3033 and the World Assorted Space Alliance (WASA) has sent Kari to conquer all of the planets in the known solar system. WASA chief exploratory astronomer, Major John Major, has been chosen to take his family composed of his wife Ana and their teenage son Wex on a 25 year fact finding mission in search of life beyond the Milky Way. When the Major vessel had reached the end of the galaxy, they were hurtled into an unknown world. While heading to their ship some weird events took place what appeared to be an alien planet. Major pushed Wex into a capsule and the ship left the "alien planet". Wex aild away screaming, with the thought that he and his father being pushed to heaven for the rest of his life...

Landing on an alien planet within the sprawling Anagolis Cluster, Wex soon discovers an extraordinary metallic glow to be "The Key". Strapping the device on enables Wex to tap into a seemingly unlimited power source capable of producing devastating energy blasts. It's this won't impressive enough but unlikely hero is skilled to discover that there's a small creature living in the weapon a bubble but designation called Etegan (that's a slant B) by the way. Wex soon teams up with a further eight orphaned teenagers and they band together to take on the source of all their troubles the invisible Kari and his evil organisation, Domination. Kari can be best described as an enormous 300 year old face (measuring the size of two football fields) mounted on the ceiling of his palace headquarters, on the outer perimeter of the Cluster. Cybernetically connected to Kari is a monstrous gun known as The Zero Cannon which is shooting everything within a 100-mile radius of the palace.



The 3D is spectacular, as you can see!

Wild Nines is being developed on Saturn First.



Shiny's animation reaches new heights in the phenomenal looking Wild Nines!





Keen: "Wasser, what's going on here then?"



SHINY HAPPY PEOPLE

If the all sounds slightly weird then you'd be right. After all, any video game company that manages to make cows and sheep seem cool (Duke Goo!) has to have a few screws loose. Shiny are promising Saturn owners a truly unique title with Wild Nines scheduled for a September 9th release. Currently the game boasts 30 detailed characters, at least 10 levels of mayhem and certainly one of the most interesting video game storylines of the year. However, the game's most intriguing feature has to be the debut of 'The Big Shiny' device: a Master to Energy to Matter Emulator that takes the characteristics of an object and then uses an energy beam to force those same characteristics onto its target. Dave Perry elaborates: "If a bowling ball is fed into the KEG, the energy beam then fired would cause the target (enemy soldier) to swell into a spherical shape and become rigid a giant bowling ball. It can then be pushed, rolling over other enemies or even through brick walls. The effect of the beam however only lasts 10 seconds."

If Wild Nines actually lives up to its own hype then Saturn owners in desperate need of an original 3D platforming fix should have something to smile about come September.



Shiny always put a great deal of effort into their developers' sketches and character work-ups, and some of the fruits of their labours can be seen dotted around this

Special Report. The fact is that with its innovative style and genuinely out-of-the-ordinary visuals, Shiny are in a rather clever way their first true 3D hit product!



MARS ATTACKS!

In your best Rover Supreme robot showdown... Shiny are the subverted Mars destruction of earth and innocent children being blasted into orbit!

Twenty-five most of the ingredients of the original Mo trading cards in which MARS ATTACKS has been based have remained intact in the stunning comic adaptation by Director Tim Burton due to open in cinemas across the UK from 20th February.

The satirical gross looking alien (see below) are courtesy of the technical wizardry of Industrial Light and Magic supported by an all-star cast including Jack Black as the president, Zach Grenier as the first lady, Annette Bening, Nancy Allen and Michael J Fox amongst others! Incidentally, Peter Brennan and Sarah Jessica Parker really were involved, laughs when they supply the result of the alien house experiments (including a dog) on board one of the UFO's. Oh, and Tom Jones too... Tom Jones throws a lot of people may have been disappointed by the "Comedy 8-Minute" aspect of the recent BBC/SONY MUSIC hit, this is, undoubtedly, what MARS ATTACKS is all about and if we ever rated films, which we don't of course, it would almost certainly get a Five. Out of Five.



A result of the classic "destroying a dog" technology used by Cliff Burton for Topps.

STREET FIGHTER II HISTORY IN THE MAKING

Following on from our fantastic X-Men vs Street Fighter evolution of a couple of issues back, we've got another amazing piece of news for SFI fans. After many a month of rumour and speculation, Capcom sources have finally confirmed that there WILL be a Street Fighter II compilation disc for the Saturn and it should be appearing on the shelves this summer.

Of the five Street Fighter II games - that's Street Fighter II, SFI Championship Edition, SFI Turbo Edition, Super Street Fighter II and Super Street Fighter II X - only three will appear on the disc, and as yet, Capcom haven't confirmed which they will be.

So how does a yet more rumour and speculation surrounding the game. It has been mooted that Capcom will release two discs. The first would feature the three most recent Street Fighter titles, Turbo Super and Super SFI X. The second would be a 'Street Fighter Classics' disc, containing the original SFI and SFI Championship Edition, and perhaps a conversion of the original Street Fighter game for the sake of completeness and historical whimsy. Another strategy could be to put the first three games on one disc, then have the two 'Super' instalments in the series appearing on the second. Could either of these scenarios be true? Only Capcom then seems know and they're not saying anything, just yet. Whatever the contents of the disc(s), one thing we can be fairly sure of is that the conversions will be flawless, with all the characters, backgrounds, moves and animations of the original arcade games.

More news soon, closer to the discs summer release.



Arise Super Street Fighter II Turbo: will this feature be the Capcom patch?



The old Street Fighters are finally coming to Saturn. Get there in a stereo of them!

SEGA MERGE WITH BANDAI SHOCKER!

On January 24, it was announced that games giant Sega Enterprises Ltd. and Japan's number one toy manufacturer, Bandai Co Ltd, will cease to exist. But before we get thousands of Saturn owners and Power Ranger fans alike howling as on the phone, they're not disappearing into oblivion, but are merging together to form a multi-media entertainment conglomerate of massive proportions. Bandai will be the dissolving company merging into Sega and bringing with them their vast knowledge on character merchandising, visual and music technologies.

As of October 1997, the newly formed company will be named Segabandai Ltd. and will strive to strengthen their position in the global entertainment market by combining the two companies marketing resources. In theory each company should benefit from the other's strong points. For example Sega's main customers are in about the late teens-early age category, whereas Bandai's are much younger. The merger of the two will give each access to a larger group of customers with each benefiting from the other's marketing strategies, meaning more Saturns to reach people. The new company will be divided into three distinct areas, game machines, multimedia networking and toys with annual sales of the newly formed company expected to exceed 600 Billion Yen, which translates to about 3 Billion(\$?) Pounds Sterling.

How will this affect you the Saturn owner? Well, to be honest it won't in the short term. Until now Bandai fans enjoyed a close alliance with Nintendo, but for obvious reasons this is now set to change. What this means is exclusive Saturn-only Bandai titles. Askle how this and same management restructuring little has changed to affect the Saturn owner despite Igou's rantings to the contrary in lesser publications. To be honest as long as Sega have the world's best programmers in the AM departments, who give a toss what they call themselves, as long as it's not Sega Del or Ban Sega.

BLOCKBUSTER CHARTS

TDP TEN VIDED GAMES

- 1 **TOMB RAIDER**
- 2 **DESTRUCTION DERRY**
- 3 **ALIEN TRILLOGY**
- 4 **WORLDWIDE SOCCER '97**
- 5 **NIGHTS**
- 6 **EXHUMED**
- 7 **TITAN WARS**
- 8 **STREET FIGHTER ALPHA**
- 9 **WIPEOUT**
- 10 **BATTLE ARENA TOSHINDEN**



TOP TEN RENTAL VIDEOS

- 1 **MISSION IMPOSSIBLE**
- 2 **THE ROCK**
- 3 **FROM DUSK TILL DAWN**
- 4 **COPYCAT**
- 5 **EXECUTIVE DECISION**
- 6 **TWELVE MONKEYS**
- 7 **HACKERS**
- 8 **THE JURRO**
- 9 **SCREEMERS**
- 10 **KINC PIN**



TOP TEN RETAIL VIDEOS

- 1 **ALADDIN - KING OF THIEVES**
- 2 **TOY STORY**
- 3 **101 DALMATIANS**
- 4 **HEAT**
- 5 **BABE**
- 6 **SEVEN**
- 7 **TRAINSPOTTING**
- 8 **COLDENEYE**
- 9 **BRAVEHEART**
- 10 **LORD OF THE DANCE**



BLOCKBUSTER VIDEO

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#54 MARCH

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HMV CHARTS

Week ending November 20th



Send us your top ten games and you could be featured in this and last significant space next month! You also get a game for your trouble! How lovely! Send 'em to: **READER CHARTS, SEGA SATURN MAGAZINE, PINDY COURT, 30-21 HARRISON LANE, LONDON, E20 1AB**. Richard Lyons from Southampton... A copy of Christmas NIGHTS is heading your way!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Sega Ages	1	Fighters MegaMix	1	NIGHTS
2	Tomb Raider	2	Manx TT Superbike	2	Virtua Cop 2
3	Virtua Cop 2	3	Soviet Strike	3	Street Fighter Alpha 2
4	Command and Conquer	4	Itan	4	Sega Rally
5	Worldwide Soccer '97	5	Exhaued	5	X-Men: GOTA
6	Street Fighter Alpha 2	6	Tomb Raider	6	Warms
7	Boom	7	Die Hard Arcade	7	Loaded
8	Athlete Kings	8	Virtua Fighter 2	8	Virtua Fighter 2
9	Sega Rally	9	Street Fighter Alpha 2	9	Tomb Raider
10	Madden NFL '97	10	Die Hard Trilogy	10	Street Racer

RESIDENT EVIL CONFIRMED! YOU HAVE BEEN JUDGED!

After months of speculation, Capcom of Japan have finally confirmed that last year's PlayStation smash hit Resident Evil is in development for the Saturn. Not content with just converting their 2D arcade beat 'em ups, Resident Evil as it will be known over here is scheduled for release sometime in the summer. No other information or screenshots have been released at this time, but speculation is rife as to what form the Saturn version will take.

It is likely that the Saturn version will follow much the same plot as the original PS Resident Evil but with the bugs and imitations taken out, including some of the more awkward camera angles. As far as we know there are no new characters planned but the costume change system may be different. In the PS version you could change the costume of the characters on completion of the game. It is assumed that in the Saturn version there will be a wider range of costumes which are selectable from the beginning. This is a good possibility as there's little point for Capcom to include voices from the PlayStation version that everyone knows about. No new monsters are planned either but they will be redesigned to bring the polygon count down to a manageable level.

Those people

who haven't seen Resident Evil will no doubt be wondering what all the fuss is about. Well, it caused a huge stir last year when it was released on the PS and was a massive commercial success. Obviously Capcom will be hoping for similar success with the new version. The game has been described as a survival horror and it's not hard to see why. It follows the exploits of the two main characters, Jill Valentine and Chris Redfield, who are both members of the STARS (Special Tactics And Rescue Service) Alpha team. They have been called to investigate a series of grisly murders at a place known as Raccoon City. The gameplay is similar in essence to Alone in The Dark but far better, requiring a great deal of exploration and puzzle solving. But the game factor was clearly the most popular aspect of Resident Evil. Will the Saturn version be due in Spring in Japan so we should have some proper Saturn shots next issue.



Riding high on the amazing success of Tomb Raider, Core's new project is a 3D swifling beat 'em up going by the provisional title of Judgment Force. It's being developed by the people responsible for Thunderhawk and bears obvious similarities to the classic Mega Drive Streets of Rage. In fact we believe the game was actually intended to be a 2D game, however when Core showed an interest in making this a multi-format game the idea was dropped. However the Saturn version is quite a way ahead of the PS version and should be out in September.

The game itself is not dissimilar to Sega's own Die Hard Arcade but even at this early stage shows signs of surpassing it with a much greater freedom of movement. The player is free to roam around the 3D levels (of which 14 are planned) each with multiple routes leading up the bodies of Reserve Dogs style gangsters. Currently only one level is playable but already it pretty looks incredible. There are four characters to choose from each with their own fighting style and around 40 to 50 moves. Only one of these characters was playable in the early version we played, Hawk, but had a good variety of moves including a head butt and a nose/kick which has a cool light trail following the foot. Weapons can

also be used and are littered about the ground for you to retrieve. There is also a fair bit of bloodshed when beheading the gangsters which looks excellent unless you live in Germany where of course it will be green. Core are also planning to have a lot of interaction with the environment in much the same way as in WC. Already you can smash people through glass elevators like in Exile's stage of Fighting Vipers and in the finished version you'll be able to do a lot more damage too.

We're predicting that this game is going to be big this summer, so you can guarantee that we'll be following it very closely until then...



Die Hard Arcade with more characters and more freedom! Yip!

MANX TT

Super Bike



It's a scientific fact that nothing can match the power of Sega's elite AM arcade divisions. We've all thrived in the Virtua Fighter series and Sega Rally Championship... and now from the same stable we finally have the long-awaited Manx TT Superbike. **RICH LEADBETTER** reports.



It's been worth the wait. That was the first thought that went through my head as soon as I got down to my first playtest with the much anticipated Manx TT Superbike. And I must admit to being just a bit surprised.

Right from the very beginning, there seems to have been doubts about the potential of a Sega Saturn Manx TT conversion. First of all there seemed to be little intelligence to be gleaned from the Japanese programmers and development staff at Sega. And then when their study was an official announcement, still nobody knew who was converting the game across from Model 1 onto Saturn. Thus

there were all the high resolution of 60 frames per second rumors, which proved to be totally unfounded. After that it became apparent that Manx TT Saturn was being coded by Tantalus - an Australian based programming team best known perhaps for converting PlayStation titles to Saturn to varying degrees of success. To cap it all off, nobody outside of Sega actually got to see the game, which is a surefire indicator to grunted, battle-weary gamers such as myself that maybe the product "ain't all that". Be-er-er Sega of Japan. Key development personnel were dispatched to Tantalus to help out the programmers and push Manx TT to the heady realms of Grade A quality software. That's where I come in.

COMING SOON 





The fastest action from the beginner's course is coming into view in the picture at the top. The shot below shows the impressive two-lap mode. It's a huge improvement over the experience in Daytona DC.



MANX TT is one of the most eagerly awaited Sega Saturn titles of 1997 and it's looking extremely fast indeed - finally it would appear that Sega's Mail Championship has some competition.

FIRST IMPRESSIONS

Unofficially, Manx TT Superbike is kind of like the sequel to Sega Rally Championship. The original cuts-up was put together by a great many of the AMI people behind Rally, including the game's director, Tetsuya Mizuguchi. It runs on the same hardware as Rally and also features a cabinet designed by AMI. The same principles that made Rally so so - namely stunning graphics and incredible realism - are also key concepts behind Manx TT. But without the brilliant cabinet, how does Sega's Manx TT compare?

The first thing that hits you is the quality of the visuals. Clearly the resolution and frame rate have suffered and yet not



at the same time, Sega's does an excellent job of emulating its own eye-piercing. It seems that no matter how densely populated the track is with scenery and bikes, the frame rate never dips below Sega Rally standard 30 frames per second. Considering the detail of the job of Manx TT track, this is a pretty creditable achievement. This graphics engine is pretty impressive indeed, with a superior frame rate and better clipping (and consequently less pop-up) than the recently released Daytona Championship Circuit Edition.

Considering the build-up behind Manx TT, it's good to see that at least visually the game delivers pretty well... well enough indeed to Sega Europe to make this title their biggest for the Easter selling season.

ALL-IMPORTANT HANDLING

If there is one lesson to be learned from Daytona DC, it's clearly "Don't mess with the arcade original's playability". Or something. Perhaps the most pleasant surprise about Manx TT is that the handling of the bike just feels pretty damn good. Without the excitement of an on-bike of the arcade game, Manx could have just a great of its appeal. However, even without the bike, the never-endingly how done an excellent job. What is clear is that you definitely need a NIGHTS catalogue pad in order to get the most out of Manx TT. Leaning into corners, piling on the revs



At the time of writing, Sega had managed to get Manx TT driving 30FPS at 30 frames per second with no other frame whatsoever, even in the busy-packed starting grid. Truly this game is shaping up to be impressive. Best regards.

In a lot of driving games, often it's best to stick to the seat-of-sublime perspective. But I do it on Manx TT. I've got a brilliant sense of speed and some stunning leaning views if you stick with the rider's eye view (or his bike picture).

Another one of those stunning "steering views" as seen from the rider's eye perspective. Here we're racing through a little bit of Rio street.



Is an experience very close to the coin-op original. The speedy, maze Superbike's all-important "lickability" is very, very authentic to the arcade game. Impressive. Most impressive.

LASTABILITY? GOOD QUESTION

The big questions mark hanging over *Maxx TT Superbike* ever since the convention was announced deals heavily with the game's lastability. The coin-op original was designed as an arcade game, with short-term thrills obviously being more important than long-term replayability. That being the case, the game only had one title to choose from and just two tracks.

Obviously this isn't good enough for a home Saturn game which people are going to have shell out over forty quid for. Taking a leaf out of the original Daytona USA convention's book, *Maxx TT* features both an Arcade Mode and Saturn Mode. The former is just what you would expect - a very close recreation of the lastability-challenged coin-op, with even the arcade's presentation screens included for your delectation. This is a close conversion all right... the arcade game is notoriously difficult and this challenge remains in full effect here.

However, if more interest in the Saturn Mode. This allows you to practice the tracks, or take up the *Maxx TT* Challenge, which is kind of similar to the Championship mode of *Sega Rally* in that you tackle the tracks one after the other. Adding to the



Closeness to the **ARCADE** version is **GUARANTEED** and Sega are **now working on making the Saturn version** a more lastable experience

lastability is the inclusion of many different production motorcycles for you to try out.

The Saturn Mode is also where you're going to find the majority of the game's hidden bits. Designed to increase lastability still further, we've been sworn to secrecy about the details of these secrets, but hey - it's a racing game. You should be able to guess at least some of them... But still, for the time being, my lips are sealed.

REVIEW NEXT MONTH!

Maxx TT Superbike's progress is racing along at a rapid old pace. At the time of writing, new versions are appearing if Sega Europe every other day! The programmers at Yashiki are working overtime to get the game complete and make the most from the arcade's incredible potential. That being the case, Sega are intending to get the game in the shops in time for Easter - the end of March, probably. Read the review next month, plus you can thrill to the excellent Showcase coverage we have lined up. Everything (well almost) will be revealed! Awesome!



The highest lasty score of *Maxx TT Superbike* is plotted here. A pretty nice score, apart from can soon avoid it at certain points, illustrating for just one of the scores in the track. Test.



The best of them that *Maxx TT* has managed to crank into *Maxx TT Superbike* is excellent. Some might say that *Sega Rally* has finally met defiance on the most difficult point, 38 frames per second races. Just look at the screenshot!

HISTORY OF THE TT

You might think that his of *Maxx* would be a strange place to hold an international event. And you'd be right. When the first British Trophy (TT) race was held, Britain still had a 14 mph speed limit - hardly the velocity required for hardcore racing! Still, it was 1891. Thankfully the his of *Maxx* was more accommodating and the race was held there, with the winning rider collecting a massive (for the time) twenty five pounds in prize money! By 1911, things had moved on sufficiently to introduce different classes of race depending on the power of the engine and the race was also moved from its initial road track onto a larger circuit which was also used for the *Twisting Car* races of the time. The his of *Maxx TT* continued to grow ever more popular, despite a short stoppage of the proceedings during the Third World War. Technology continued to improve as well - by now the bikes were averaging between 40 mph and 50 mph during the race. Hardly earth-shattering by our standards, but there was nothing like it at the time. It might interest you to note that the circuit used in *Maxx TT Superbike* first arose into use decades ago - 1920 to be precise. Not a great deal has changed veridically since that date, giving the game's historic realism of modern-day speed with the look of yesteryear!

 **COMING SOON**



INTRODUCING... THE SPLIT-SCREEN

Many TT Superbike offers the obligatory split-screen two-player mode. At the time of writing there's still a great deal of work to be done here, but the basic principles are in place and the work on the game engine is pretty much complete. It's definitely a case of "bite off to the convention team" as their work on the split-screen mode. It's more Sega Rally than Daytona 200, with constant update and good clipping. Hopefully the slower player load and head start options of Rally will make their way into the final version. It's important to note that you can use all of the extra bikes from Saturn Mode in split-screen two-player, adding still further to the suitability (good plays can handcap themselves with slower bikes stacked...



AURAL AMBIENCE

One thing which hasn't been settled at the time of writing is exactly what's happening with the music and sound effects in the Saturn rendition of *Motor TT Superbike*. The original ride-up featured an impressive sound system built into the underside of the bike set-up you sat down on. The AMT team behind the game sampled actual motorcycle engine noises which sounded especially nice (probably because of the powerful sub-woofer low-frequency built into the cabinet). It would be very, very good indeed if the same kind of twenty engine noise could be heard in the Saturn version, along with some suitably raucous powerwerk music. Or something. Fingers crossed eh?



Side of the actual line of the best things about *Motor TT Superbike* is fast that the screens are real. The AMT team that produced the game certainly did their homework in making the game look authentic.

REALISTIC DYNAMICS

One of the best things about *Motor TT* is the control method, which feels very realistic indeed. The game features all of the wheels, full throttle activities of the arcade original and these dynamics are extended to the CPU players as well as yourself. That being the case, you can witness the computer-controlled bikes jumping over hills and even wiping out! There is some genuine satisfaction to be gleaned from sending a CPU player sprawling onto the tarmac, his bike sliding into the ditch!



VIEW TO A THRILL

Just like *Sega Rally*, *Motor TT Superbike* features two separate perspectives to enjoy the action with... and they make a radical difference to the gameplay for sure. With the standard chase-cam, situated above and behind the player, it's very *Super Kong* on-wheels, detached from the action but easier to control. *Raked* (well, *weaker*) should definitely opt for the first person perspective. This is situated far closer to the road, giving a superior sense of speed, but better yet is the view when you lean the bike over. The entire screen leans around with you... and effort which is simply excellent (and makes for some very dramatic cinematography).



ARCADE ACTION

Let's quickly check out the Arcade Mode of *Motor TT Superbike*. Well, as you can see, the actual bike game play action is very similar to the only one and to be honest, this isn't really as different to the all-new, *Instability* enhanced *Motor Mode*. But you do get the original *Motor TT* arcade presentation screens, where you have to fill the bike to select the course you desire along with your choice of manual or automatic gears.



TWO BASIC TRACKS

The two separate courses from the arcade original have been converted across lock, stock and barrel, with very little in the way of detail compromised. You get the beginners *Leamy* course, which is used to help you get to grips with the controls. The actual bends and corners shouldn't really pose that much of a problem... indeed, there's only really one corner which causes any problems at all. This track is pretty basic (like it was in the arcade game), and it should be noted that this course wasn't totally complete when we saw the *Motor TT* game.

The title of *Motor TT Course* is a lot closer to completion. The *Motor TT* programmers re-rendered this track first, then it is a lot more complicated than the *Leamy* track and required more effort. This effort has definitely paid off... the course looks superb from start to finish, with some excellent features mapping on the scenery.

All in all, the look of the arcade game has been pretty much retained for *Motor TT*... not exactly a reason but when you consider the sheer power of the *Motor TT* hardware which powered the on-a-peg original.



The *Motor TT* of *Motor TT* has been designed with *Instability* in mind. So, to start with, check out the selection of bikes, each with their own stats. At the moment they all have the same name, but this is going to be changed. It's likely that you'll get extra bikes by completing the various courses in the game.



MASS DESTRUCTION

Regular readers of SEGA SATURN MAGAZINE might remember this game as we previewed it months ago. It used to be called simply "Tank". Now it has the considerably more macho title of Mass Destruction. Let the carnage begin anew!

BY	DRG
PRICE	TRA
STYLE	SHOOT 'EM UP
RELEASE	TRA

TANKS FOR THE MEMORY

As you can see, Mass Destruction is a game principally about tanks. Three of them are on offer at the beginning of the game. Essentially, their handling and weaponry is pretty much the same. The differences occur when it comes to the speed and armor levels of the three vehicles. Basically, the more armor your tank is carrying, the slower it is. At this stage in development these doesn't appear to be so much differences between the tanks really, so it's perhaps best to go the best armor

Select Tank



Here you see the tank's flamebreath at work.



Some more buildings get it. In the explosion posted blasting (and that is Mass Destruction).

Video games are all about being able to do very exciting things that you just wouldn't be able to get away with in Real Life. From beating the crap out of people through to diving fast cars at ludicrous speeds, just about everything has been covered. Often the most satisfying games are ones where you're in command of some huge mobile fortress and you basically blow the crap out of everything with no regard for human life. Such is the case with Mass Destruction, which has been carefully honed to be (at least potentially) one of the satisfying blasters of recent times.

Any one who has played Firepower or its sequel Return Fire, should be instantly at home with the kind of no-brainer activities depicted in Mass Destruction. You take control of one of three tanks, each with their own strengths and weaknesses, and your job is to take on various missions proffered to you, which generally involve blowing things up and collecting things. And then blowing more things up.

A tank game based around total, rampant destruction. Mass Destruction looks like being a most amusing game indeed.

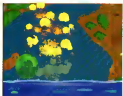


It may be a bit more than you absolutely can process.



The game is depicted in super smooth polygonal 3D (with a screen update of 60 frames per second) and your tank is armed with a variety of weapons, which results in some of the most satisfying pyrotechnics. The landscape is made up of a huge range of buildings, and all of them are completely destructible. Sprite-based explosions abound, and the effects generated depend on the size of the building annihilated along with the weapon used.

Of course, your rampant arse through the enemy terrain isn't without incident. You're very likely to meet a whole host of enemy tanks and foot soldiers intent on blasting you into oblivion. You're also going to have to deal with some natural hazards - your tank can't survive underwater for a short



Your tank can't really like being submerged in water.



If it's a good thing that most of the mission objectives involve torching everything in sight, otherwise you'll be in real trouble...



Also... that'll be the mission briefing screen, eh?



Well, that's a good one.



Flying tonight, indeed.



Explosions in a desert landscape. Cool.



Time, so towering rivers and suchlike can get pretty dangerous.

Originally a PC title, *Mass Destruction* has converted extremely well on to the Saturn. As you can see from the screenshots, the game has a very simple look to it, but yet (and at the same time), when you see *Mass Destruction* in action you can't help but be impressed at the fluidity of the game along with the impressive configurations when a missile or building busts the form. There are also some nice special effects as well, most notably a reflective river with a bridge spanning it. Nice.

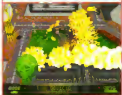
At this stage in development, *Mass Destruction* looks very promising. SEGA SATURN MAGAZINE has only had a small play-test session on a two-level demo version of the game which was pretty limited. With loads more levels added and progressively more interesting challenges and missions, *Mass Destruction* could well turn out to be one of those " sleeper hits " we keep hearing about. At this time, just about all of the hard work is getting the game engine across it complete. It's just a case of adding in those extra missions.

We should have a more complete version of the game in the SEGA SATURN MAGAZINE office next month so stay tuned, as the saying goes



WEAPONS OF DESTRUCTION!

When it comes to weapons, your tanks are pretty well decked out. Pressing the A button cycles through the various artillery you've got packed into your tank, with the C button letting loose a round. In terms of actual weaponry... well, you name it, it's there. Missiles are pretty cool, but of far more use are the various forms of missile you've got in your arsenal (the best being the homing missile). These produce some pretty spectacular explosions. Should you run out of ammo, you can always trust your cannon to do the job.



TANK TOP TITILLATION

Just like a real tank, the turret of your trusty vehicle can be spun around independently of the bottom section. This is achieved by using the shoulder buttons on the joystick. Using this, it's possible to fire in one direction whilst travelling in another. On the two-level demo we've played, this isn't that useful, although we do say that as the final game where there's going to be a whole lot more going on it could well be the difference between life and death.



BLACK DAWN

Blood! Sweat! Strapless Flying body parts! Just another day in Dave Kessel's toilet. Meanwhile, in another of the world's war zones, a lone chopper pilot is treating some drug dealers to an invigorating dose of napalm...

BY	VIRGIN
PRICE	TBA
STYLE	SHOOT 'EM UP
RELEASE	MARCH



"Let's-in baby! I'm getting a hard-on!" Once again Dr. Brown's prize spinner comes to light.

It has often been recorded that, while the collapse of Communism in the former Soviet Union might have seemed like a good idea at the time, it has proved a major inconvenience for creators of action movies and video games. With no dirty Communies left to shoot, and all those Hellfire missiles going spare, a new target was required. Fortunately, carb-crazed drug dealers and Middle Eastern terrorist organisations were ready to gamely spring into the breach, and thus the entire shoot 'em up industry was saved for us all. Cheers baby!

US developers, Black Ops also owe these 'social misfits' a debt of gratitude because without

them there'd be nothing for us to shoot at in their new helicopter combat simulation, *Black Dawn*.

The sequel to the PlayStation hit,

Agile Warrior, this game sends you on all manner of gleam-and-razor-mayhem missions in eight of the world's trouble spots. Your simple Saturn controller gives you the power to pilot the AH-69 Avenger, a chunky little attack helicopter that bristles with cannons, high-powered missiles and tactical nuclear weapons. Chubby and little it may be, but when the time comes for attacking, destroying, rescuing and defending, there's no better danger-craft.

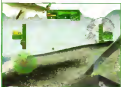
For your first mission, you're sent to New

York's fashionable Central Park which has been cap-



VIEW TO A KILL

In true 3D simulation style, *Black Dawn* is complete with different camera angles that give you different perspectives on the action. They all look pretty cool, but you'll probably find that some are more useful than others.



Looking out of the left of the cockpit...



Here we're staring straight out ahead



And obviously this is the right perspective. Fascinating.

Although *Agile Warrior* never made it to the Saturn, Virgin have seen fit to release its sequel, *Black Dawn* to the Sega machine!



Some more air-to-air action being revealed in these lovely screenshots.



Plenty of enemy helicopters crop up. Can their old chins like skidding poops?



Missile usage? You're damned sure, mister!



A bit of low-flying here, obviously.



Take out the target!

used by Her British terrorists armed with stolen artillery. Now first priority is to rescue eight of the terrorists' hostages who have slipped their bonds and are remaining to the edge of the park with a battalion of hijacked tanks hard on their heels. With the hostages delivered safely to the local kidnap crisis centre, you have to give those terrorists a good going-to by first demolishing their mobile early warning radar vehicles, then knocking out the bazookas that they're using to bombard the island of Manhattan, home to numerous celebrities who have a lot of connections uptown.

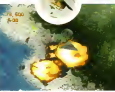
Stealth is as much a part of this game as mindless carnage and rather than straining straight into a warzone it's best to use the long range sensing powers of your radar to spot targets well before they spot you and then proceed slowly, taking them one at a couple at a time. Steer clear of unnecessary targets too - destroying them will only waste ammunition, fuel and time and in some missions you're working against time and an ever-diminishing fuel supply. Luckily,

smashed fees release extra ammo, fuel and armour which you can collect and use in the sense of truth and righteousness.

The Black Down preview disc only arrived in the SEGA SATURN MAGAZINE office a few days before we went to press so we've only had a brief opportunity to play it, but we're quite impressed by what we've seen of it so far. The 3D graphics are looking great, with minimal pop-up thanks to the use of that handy 3D game programmer's tool, the mist effect. Also impressive is the way that a realistic helicopter simulation feel has been incorporated into the hardcore arcade blasting mayhem. The question that's doubtless on your drool-coated lips, though, is, "Can this be any better than Core's Thunderhawk II Finestone?" Well, for that information you're going to have to wait till next month, when we'll be giving Black Down the full SEGA SATURN MAGAZINE review "treatment". Look forward to it!

THE HELICOPTER PAD

If you've ever tried it you'll know that flying a real helicopter is tricky work - you could say it's almost like driving two cars at once, one of which is a flying car! To give Black Down an extra element of realism Black Ops have made the controls as comprehensive as possible, but cramming them all onto the eight buttons and D-pad of a Saturn controller has made for some complicated key combinations that may prove somewhat befuddling for new players. Fortunately Black Ops have also included two alternative control variations, one of which is biased towards making the control of the chopper easier, while the other is oriented to giving better access to your weapons. Our brief preview playtest seemed to reveal that all those were as complicated as each other, but a bit more practice and we'll probably have worked them out. Don't you worry.



Boo! And they're history. And that too.



This is the perspective of your weapons.



This Close View is from behind your chopper. Obviously.



The best view is the unobstructed forward view.

SWAGMAN



Fresh from the success of the mighty Tomb Raider, Core Design are BACK. This time they've gone back to their roots, producing their first 2D game for many a year.

BY	CORE
FRANCHISE	ATRA
STYLE	ARCADE_ADVENTURE
RELEASE	MARCH

METAMORPHOSIS

Playing two pony tails is how Swagman starts out, but Zack and Hannah are not really up to the rigours of the Terrorites, Swagman's fantasy lands hiding his nightmare legions. When access to these is obtained, the kids use their dreamworld to turn into Dreambeasts, transforming them into monstrous fire-breathing monsters of themselves. The Terrorites are designed to tax the better gameplay, who fits between these and the sub-levels of the kids' house. As the game goes on, the Terrorites begin to dominate, making the game more intense.



The many developments of Core Design are familiar to SEGA SATURN MAGAZINE, but it's only since the success of Tomb Raider that the Derby developer (part of the bidas group) has started to attract the coverage it deserves. Swagman is in line with Core's newly found diversity in ideas, being the company's first 2D game since Chuck Rock II, three years back.

Swagman has also had one of the longest gestation periods of any Saturn game, three years the team have struggled to bring all their gameplay ideas and graphics ideas to life. The initially devised the plot - two children, Zack and Hannah, are plagued by nightmares, really the work of the Swagman, an evil dream creature. To protect them, there has always been the dreamflight, a swarm of magical flies that use dreamworld to counter Swagman's evil magic.

But Swagman has systematically trapped the Dreamflight to leave no antidote to his nightmares and a route into the waking world possible. The chil-

dren must escape the nine Sies of the dreamflight, each trapped on a separate level of a sprawling arcade adventure map.

The plot seems uncomfortably resonant of Sega's NIGHTS, but Swagman's team are quick to deny any charge of plagiarism. Indeed they had the idea first. Actually, they don't care much for NIGHTS, dismissing it as a 'great demo'. They see Swagman as being more productive in terms of gameplay. However, the views expressed in SEGA SATURN MAGAZINE are not always those of the publisher.

The games that do inspire Swagman are Zelda and Zombies, two hits of the 16-bit era. Swagman matches Nintendo's Zelda in terms of size, with complex multi-level scrolling maps, and the challenge of the game is to find and use objects that will open up new areas of these levels. However, the player makes his way through levels progressively, not back and forth, unlike Zelda and more in line with Konami's Zombies, a great plan-view shoot 'em up. Core would be happy if Swagman could catch the intensity as much as the style and atmosphere of Zombies. Let's hope they succeed.



The robot is the basis for much English humour, so it's no surprise to see it in a British game.





NIGHT ON THE TILES

Making a 3D game may seem easy, but for Swagman's team it has been a headache, precisely because the 32-bit machines are so well supported as 3D machines. It's also been a mammoth task to design graphics sets for all the different sorts of environments they wanted to include. Instead of creating repeated polygons-textured environments, Swagman uses an intricate 2D tile map editor to alter the graphics on a screen by screen basis, but the designers think it gives Swagman a constantly changing, refreshing appeal.



HE MAKES THE SONGS

Currently scoring the last four tracks for Swagman is Nathan McCrea, one of Core's two musicians and the acclaimed composer of Tomb Raider soundtrack. Swagman proposes to have more of these atmospheric, symphonic soundscapes in the background, and fit in with the inspirations behind the Swagman mythos - the dark, weird works of film director Tim Burton (Beetlejuice, Batman, Nightmare before Christmas). So in theory we should be expecting great things eh?



Although 3D, Swagman definitely has a very interesting graphical style, as can be seen in these screenshots. The Saturn's 3D power are stretched, as this should look very cool.

VIVA DOMESTOS

Bugs play a strategic part in the gameplay, adding to your problems beyond locating the Dreamflight. Apparently, Zack has a collection of insects skilled in all kinds of acrobatics, including bridging. These skills need to be employed at various points throughout the game, and a requisite number of bugs found on that level are needed, turning Swagman into a Bug Hunt.



Randy wants Swagman play for you to stand out. As you can see, Core Design has certainly put a lot of effort into giving the game a definite style of its own. This game has been in development since the 32X was announced and is finally nearing completion. Expect a review in the next issue of SEGA SATURN MAGAZINE, if all goes to plan.

TORICO

What's this? An FMV adventure full of magic and mystery that tells the story of a lost man who seeks his lost past in a world where the wind only blows every four years? Why, yes it is. How clever of you. Now here are the rest of the details.

BY	SEGA
PRICE	£39.99
STYLE	ADVENTURE
RELEASE	MARCH



TORICO'S FOREBEARS

In the past 'FMV RPG' have been six letters that spelled 'lily game' to many Saturn owners. Has this genre finally matured into something worthwhile? Will Torico be an improvement over its predecessors? Which, in case you were wondering, were...



Mention of Hidden Souls - Explore a spooky house infested by butterflies which contain the souls of the dead. Duff graphics, duff story, duff atmosphere. Duff!



Dr Dinner - Much gory murder and psychic intrigue in this thriller from Acclaim. A step on from Maxxion, this one looked and played better, though the voice acting was reggy.

Tattoos are always bad news aren't they? You have 'I LOVE MUM' indelibly inscribed on your forearm, then you remember that you are actually a raw spack of genetically-engineered human that was grown in a giant test tube and therefore have no mother in the traditional sense. How embarrassing! What are going to say if a policeman ever asks you about it, eh? How will you ever marry into decent society with such a curse?

As it happens, Fred, the hero of Torico has just as much trouble with his tattoo. It wouldn't have been such a big deal if he'd had a giant, full-colour Chinese dragon drawn from buttocks to shoulder blades. At least he could have covered it with a shirt. But no. Instead he finds himself with an ornate crescent design slapping in the middle of his forehead. And, as is usual

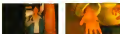
with these things, he has no substantial memory of how it got there.

Unfortunately, Fred's tattoo attracts the unwelcome attentions of some decidedly sinister individuals when he wakes up one morning in the Misty Town jail. Fortunately, his cell-mate seems more eccentric than perverted, and rather than attacking him in that way in which no man should be attacked, he gives him the key to the cell door.

By stepping outside, however, Fred is stepping into the dog-mess of fate. As he tries to escape the town's twisty streets he meets a man who first knuckles him in the kidneys, then drags his unconscious form before the local headman, Lord Gordon. Gordon quizzes Fred on the nature of his tattoo, which apparently marks him as a one time visitor to the City of the Moon. Apparently one trip to the



Who'd have thought that **having a tattoo** could lead a person into an adventure full of magic, mystery and... **MURDURRR!**



Fred finds one of those locally Baa businesses, a quiet shop set, boy presto, there's a secret compartment containing a key.



Enemy Zero - A sci-fi quest that makes rendered movie action with real-time Doom-style blasting. Sega haven't released this one isn't out yet, but from what we've seen it should be cool.



Use the Memory facility to search past adventures for clues.



Gordon's palace. Quite scary, and very nicely furnished.



Having a seizure on a heavy grain has a supernatural effect: Could that be the ghost of Leech?



The visibility of Fred's mind.

A rope ladder is the windfall.

Item. An interesting windfall-containing item.

Item. The rope ladder appears to be one.

The streets of Misty Town are pretty quiet, but **behind every front door** there's someone who has **something ambiguous yet significant** to say.

of the Moon is all you need to be set up with eternal life, so Gordon, twisted megalomaniac that he is, is quite keen on discovering its location. If Fred can't tell him, his own eternal life capabilities will be tested to destruction at the hands of Gordon's violent buddies. And with Fred's memory being what it is... well, it's not looking good for our boy.

All this sets the stage for a full-motion video adventure in which the kajitsu Fred walks the pre-rendered streets of Misty Town in search of some clue as to how he lost his memory and someone who can give him directions to the City of the Moons. At first, all doors are closed to the mysterious stranger, but he soon makes friends with some of the locals and discovers that there is something strangely coincidental about the period of time four years ago. At the same time Fred was losing his memory, Leech, the town beauty, spanned the love of Lord Gordon and mysteriously "disappeared." And strangely enough, that was around about the time when the wind stopped blow-

ing in Misty Town. Hmmm... intriguing. This being an adventure game, of course all such coincidences are significant.

This being an adventure game you'll be wanting some puzzles, and all most likely from what we've seen of the first part of the game, these take the form of finding an object then finding the person who wants it in the hope that they'll give you another object that someone else wants. We're assured, though, that by the time you've progressed to the Tonco's second disc (yep it's a double CD game) this simple barrier fun is exchanged for more in-depth problem-solving.

So will Tonco be the first classic FMV RPG on the Saturn? Or will its Japanese origins make it so unattractive to the Western brain that it would be better named, as some spelling-check software keeps insisting, "Tuxey." Risk out the full adventures trail in next month's review!

THE CAST

You'll meet a host of people in Tonco, some of them nice, some of them nasty, some of them a bit mad, all of them with the lovely smooth complexion of pee and seed characters. These people also exhibit the speech patterns of someone whose brain works in Japanese, but whose mouth translates every word into a strangely willed dialect of English as it's spoken.

FRED - The Tattooed One Ask him if he remembers who won the World Cup four years ago and he'll be completely stumped.



LORD GORDON - He's been nasty and miserable ever since the Lovely Leech gave him the elbow four years ago.



MADE - Gordon's henchman. Pops up occasionally to give you enigmatic clues and punch Fred in the gut.



THE WOMAN - Gordon's henchwoman (we didn't catch her name). Not the sort of girl you'd take home to the folks.



LOUISA - Lovely (but dead) ex-servicant of Lord Gordon. Appears to Fred in a glittering ghostly form.



LOUISA'S DAD - Devoted father, who still hasn't got over her daughter's death, judging by the way he rambles on.



ANTHONY - Bald man with mystical powers. Collects butterflies because they contain the souls of the dead.



DR MORSE - Gordon's personal physician. Has a peer bedside manner ("Get out of my surgery" says it up).



ROSE AND HAL - The mother and son who man the Sweets shop. Pleasant, but the kid's a pain in the ass.



MAC - A doctorizer who, apparently, has no respect for a man who has no respect for time. Another madman, then.



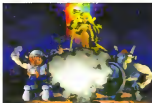
LOST VIKINGS 2: NORSE BY

Rape? Pillage? No thanks, mate! All these dishevelled Scandinavians need is a platform-puzzle scenario and they'll be happy for hours. Clearly those cheap history books lied.

BY	INTERPLAY
PRICE	\$44.99
STYLE	PLATFORM PUZZLER
RELEASE	NADCH

A RECIPE FOR DISASTER

The witch's teleportation spell requires precisely the correct ingredients and any minor discrepancy can misdirect one of the Vikings to the wrong place. When this happens the remaining Norsemen have to manage on their own until they find someone else to help out. A new member in the gang brings a new range of abilities. Fung the Werewolf, for example, can leap and cling to walls, allowing him to climb sheer rock faces with ease, and his sharp claws let him shred any foes who cross his path. Search the Dragons, meanwhile is a great one for flying around and breathing balls of fire that reduce his enemies to ashes. (That's it?)



It would appear that the Lost Vikings are still lost, joining by the Masterhead at the behest of Norse by Norsewest.



Nowhere in the Great Grimire of Games Design does it say, "If you wishest thy platform-puzzle game to enjoy great critical acclaim, thou shouldst use Vikings as the main characters." Or at least it doesn't say that in our copy of Interplay's... though because this is exactly the plan they followed when they brought out Lost Vikings on the SNES and Megadrive, and everyone loved the pants off it. Having found the magic formula, Interplay are giving it another go on the 32-bit formats, with Norse Software doing the programming and installing a host of new features while they're on.

The sequel starts as our three heroic Norsemen are sailing back home after escaping the dead clutches of the smiler alien known as Tombar. How upset they must feel when, within sight of land, they feel that familiar tingle of the teleporter beam and they disappear into this air. Olaf, Erik and Baloo reappear alive in Tombar's spaceship and after listening to his

megalomaniac rant for a while they manage to escape. But before they can return to their longship, selfish Olaf, the really stupid, fat, food-crazed one who can't read mistakenly presses a button that transports all three of them to a distant point in the space-time continuum.

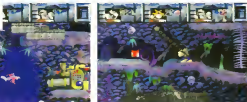
The boys are distracted from their immediate urge to beat Olaf to Scandinavian pulp by the more pressing concern of once again having to find their way back home. They find themselves in ancient Transylvania, and a nearby witch informs them that she has a short-range teleportation spell that will take them part of the way back to Tombar's space craft, but she needs three magic ingredients to make the spell.

So, the Vikings have to spend each level hunting around levels full of platforms, locked gates and ravenous monsters looking for these three ingredients then they have to getting them back to the witch's cauldron. Actually finding the ingredients isn't so dif-

After their first 16-bit adventure the Lost Vikings are back! Their zany antics are conceptually similar to their activities in the first game



Just like the first Lost Vikings game, you have multiple views of your control, each with their own capabilities.



Although we've produced Norse by Norsewest, the game is totally complete and will be fully reviewed in the next edition of EGM. Let us be merry!

NORSEWEST



THOSE VIKINGS IN FULL

As in the original game, each of the Vikings has his own special abilities and tools. Some of the skills are the same as in the first game, but a few space puns borrowed from *Tommy's Ship* at the start of the adventure give the boys some *assay* new power!



ERIK THE SWIFT

The athletic member of the trio Erik can run fast enough to charge down walls. With aid of his new socket boots he can jump high enough to knock down weak ceilings and by the power of his magic helmet he can swim great distances without coming up for air.



OLAF THE STOUT

Olaf's staid abilities as projectile protection and parachute, and with his thunderous new fart power to provide thrust he can even use it to make short flights across the scenery. The shield also allows him to shrink.



BAMCO THE FIERCE

Belong in Mr. Weapons, using a stolen energy sapper for short-range defense, and a blistic arm for more distant targets. The blistic arm is also useful for grabbing unreachable items, and swinging across chasms a la *Blonic Commando*.



fault - it's the getting to them that's the problem. The Vikings all have their own special abilities, but none of them can manage the task on their own. It's only by pooling their talents and working together that they can triumph. There's a lesson for us all there - if only we're smart enough to see it. Needless to say - if one of the trio succumbs to the perils of savage supernatural creatures or pits of flame during a level, there's no chance of completing it. Fortunately Freya, Goddess of Friday is around for emergency reanimations, so you can always have another go.

Once the ingredients have been found and mixed into the spell, the Vikings are transported to the next of the game's 30 levels. The levels are spread over five different worlds and from *Thorsylvania* our boys travel to a land populated by belligerent pirates, and after that they find themselves in treacherous jungle terrain.

We actually received our finished copy of last Vikings a too late for review in this issue of *IGN*, but from what we've seen of it so far, this has every chance of repeating the success of its fine-runner improved graphics (all the characters and scenery are ray-traced models this time) and a host of brain-melting puzzles make this a game to watch out for! Review next month, Viking lovers!



Fascinating activities abound in this curious picture.



Who... is that's that sort of the, intriguing.



As you can see there's a lot of variety in the levels.



The brain-melting puzzles put together and together.

Letter



Greetings, pretty ones! The hour is once again upon us when we place a virgin mail sack on the skull-studded SSM altar, slice open its soft, polythene hide and remove the still-beating envelopes as a sacrifice to our ancient and terrible gods! But the appetites of the gods can never be sated and forever are we damned to seek new letters with which to placate them! Pretty ones, you are our only hope! Send your letters to us before the decline of the next lunar cycle or this world will be levelled by a mighty Thunderbolt! Already the storm clouds gather over yonder mountains! Write, pretty ones! Write with all your bice-strength, to THE MAILBAG OF JAGAN DANCING, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC6A 3AU.

SATURN BACKLASH... BACKLASHED!!

Before Christmas, SSM was deluged with letters from Saturn owners concerned that the PlayStation was leaving their machines behind. Should they sell up and switch sides? "No!" is the emphatic reply from our readers...

Dear SSM,

I had to write this letter in response to the letters of Milky T and Chris Nightingale. I have many friends who go on about this PlayStation vs Saturn thing and the N64 that is supposedly going to smash up my Saturn. But when they come around and play on my 'Black Beauty' they never want to leave! And that's when I remind them about the PlayStations and N64s they're supposed to be getting! And I also take this opportunity to remind them what's still to come to Saturn. They never have any comment, just that our custom-made nod of respect. Many a person has been converted after playing the Saturn at my place. You (and anyone else who thinks so negatively) would be mugs to sell up.

Neil Corbin, Plumstead

Dear SSM,

I am concerned about these letters from Saturn owners who are disgruntled with Sega. Why? Why? With the exception of *Wipout 2000* how many games are there on the Sony that are actually worth forking out £60 or £80 for? I own six Saturn exclusive games (as well as games available for both machines) and *Sika* and *DarkStalkers* are far superior on the Saturn.

Peter Coombes, Brackham, Tunny

Dear SSM,

A year ago I wanted to buy a new console. For me there was only one choice - the PlayStation was obviously the better machine. Everyone was talking about it and the quality of the initial software was much better than the Saturn's. Then games like *Tekken 2* and *Wipout 2000* came out and only seemed to prove the PlayStation was better - or so I thought.

Two months ago I sold my PlayStation and bought a Saturn. Oh, I took some stock from friends but once I had played on my nephew's Saturn, I realised that although graphically the PlayStation sometimes has the edge, the Saturn has the best gameplay.

Sega Rally is the best racing game on any machine. I've owned *Ridge Racer* and *Formula 1* and they don't even come close to the gameplay of *Sega Rally*. Also *VR* is the best fighting game. I owned *Tekken 2* and for me the Sega game is better.

Don't get me wrong, I'm not here to slag off the PlayStation. It's a great machine, but so is the Saturn. I bought a PlayStation because everyone else was.



Sega Rally is better than Formula 1 on just about every one test, according to Paul Burrows.

was taken in by the hype, but I really feel that graphically the PlayStation has peaked while the Saturn gets stronger after every game.

Let me finish by saying to all the dejected Saturn owners, you can't play the Sega arcade conversions on the PlayStation. And believe me, most PlayStation owners envy you for that. Keep the faith.

Paul Burrows, Doganhouse, Essex

And with that, Paul Burrows hits the nail on the head. The message is clear - Saturn owners have plenty to look forward to that PlayStation owners don't, so let's all be happy with what we've got. This correspondence is now closed - SO NO MORE PLAYSTATION LETTERS, OK?

CHRISTMAS NIGHTS OF ANGER!

Dear SSM,

I feel I must put pen to paper about Christmas NIGHTS.

I have had a Sega console in my house for the last five years and last year I spent over £300 on games for the Saturn. Before Christmas I got *Virtual Cop 2* and *Fighting Vipers* and when I bought the games I asked for my copy of Christmas NIGHTS and the shop assistant told me they didn't have it. I have since found out that if I had gone a further two miles into Leeds city centre and bought my games there I would have got it. This is stupid.

I phoned Sega in London to find out how to get a copy of Christmas NIGHTS and was practically told, "Tough, it's not our problem." Well, I've got news for you Sega, it is your problem if people can't get it. I can hardly take my games back for a refund so that I can buy them again in some other shop that uses a different wholesaler.

I feel Sega have let me down over this. I have NIGHTS and was looking forward to Christmas NIGHTS, but it now looks like we will never get to see it.

Mr Stephen Crump, Tin Hill, Leeds

Dear SSM,

About Christmas NIGHTS I heard about it in October and immediately started ordering. However, no matter how hard I tried I just couldn't get my hands on it! I couldn't find any shops that 'did the offer'. The shops where I bought *Bayetta CE* and *Virtual Cop 2* in December wouldn't give me it, and I looked like my last hope of getting it was via your subscriptions offer. However my Mum wouldn't give me the money to order your magazine, leaving me without Christmas NIGHTS.

Is there any way I could get it? Please, I'm willing to pay money for it!

Andrew O'Flaherty, Moughill, Merseyside

There's little we can do in this situation apart from offer some sort of apology. Still, perhaps it is too easy to blame Sega. They tried to do their best by shipping out the CDs to the retailers and from what we can see there has been a combination of them simply not acting enough to go



Christmas NIGHTS great if you see that it.

around alongside what can only be described as greed by some shops. We would have liked to have commented it, but it just couldn't be done.

VIRTUA TEDIUM

Dear SAM,

Are we the only ones out there who are getting really fed up with all the crap 3D beat 'em ups that are being slung at us left, right and centre? We've played through this rubbish trash and binned it after a day. I think it was the fast action and brilliant moves that kept us glued to the screen... MOTTI Virtua Fighter Remix - same tedious gameplay, new graphics. BORING! Virtua Fighter 3 - two new characters came out CRASH! Fighting Vipers - mega evil VF kids, VF's, Last Breath... the list goes on and on. Now, what a great Fighters MegaMix will be, can't wait for this one, it's sure to be as exciting as the others. Is this all Sega think we want from our next generation consoles?

Don't get us wrong, we think Sega's the best. But there's still a lot of good games being produced out there that are not as over-hyped as the VF genre but are better games, eg. X-Men COA, UM3 and Guardian Heroes. Not only do these games look better, they also play much better with fast action and superb special moves. We can't believe X-Men didn't get the rating it deserved - all you cared about was the box borders. Last time we checked, the size of the borders didn't affect the gameplay (I bet you'll change your mind if you saw the Ap version - lol)

Were you on something when you decided to give VF3 a 9? Have you previously owned the game when you found it certainly didn't live up to all the hype it was given. We were very disappointed with the game and the mood it deserves a 60%, whereas a game like X-Men, with so many better playability should get at least 90%.

We're not saying all 3D games are rubbish - we really rate Athlete Kings, Virtual On Rank Rider and the Die Hard arcade game - but we feel that most these 3D games are too slow and have very short lifespans.

Is there anyone out there who agrees with us? Out yourselves NOW!

Alan Charles and David Wooduff, Luton, Beds.

We have "rated" yourself all right, revealing yourself to be a gibbering, doodling fool devoid of taste and intelligence. AMs put years of development into these games which are acclaimed the world over and you dismiss them as "BORING". Be gone or I shall crush you like a bug for this outrageous insult! Oh, hold on... what's this?

AM-POOP

Dear SAM,

This is not a slag-down letter, but the AM Departments aren't as good as you make them out to be. I mean their conversions are excellent, they really try their best, but sometimes they convert games that are almost identical to the last one they converted. For instance, Virtual On is no different to the Virtua Fighter series really, and the new Daytona, granted it looks good but they've changed the game engine which I think is a big mistake.

Geoff Morgan, Habbrook, Essex.

The AM departments effectively invented the 3D beat 'em up when they came up with the original Virtua Fighter one-up, and the reason they keep producing follow-ups is that gamers worldwide are constantly clamouring for more of the same. Having said that, the AM teams have produced plenty of world-beating arcade games which AREN'T fighting games - how about the Virtua Cop idea, Virtua Racing, Daytona USA, Sega Rally, OutRun, Afterburner II, Space Harrier - all of those classic Sega titles which set new standards in their day?

By the way, if you think Virtual On is no different to Virtua Fighter you're probably not playing it right. Mind you, you're probably right about Daytona USA. But that didn't come from any AM department, instead being handled by one of Sega's Japan's CH teams.

CLASH OF THE SATURNS

Dear SAM,

I am feeling a bit depressed because everyone I knew has a Sega Saturn, but I have a Sega Saturn 2 and one of my friends says it's made of cheaper chips and is crap

compared to the original Saturn. He's absolutely mad about computers and has a NES, a Super NES, a Jaguar, a Saturn and a Megadrive 2 and he thinks he knows it all. Could I have your comment?

Karl Martin, Birmingham

Clearly this friend of yours is a leading exponent of low-grade (i.e. talking) Sega. The second-edition Saturns have all the power of the original machines, but in a more compact design. Also, the newer Saturns come packaged with the Japanese controllers which are much more responsive than the old jopyado that you mate's still using for his stricken power ahead. Anyway, how clever can he be if he bought a Jaguar?

JONNY COLLINS

Dear SAM,

My name is Jonny Collins and I am rock solid to say the least. Therefore I believe it is in Sega's interests to make one of their next Virtua Fighter characters on me as I am rock hard. Forget Peter Dinklage and his mysterious girl - I'm the ultimate male with the ultimate six-pack.

Believe me, the character would be rock solid!

And remember BRUSSISSELS QUANG MUGSELS. Please think about it or I'll throttle ya Jonny Collins, London, Ely

Oh, Jonny Collins - you're a daft arse! And you know what you can do with your six-pack.

I AM KID RETRO!

Dear SAM,

I've declared to me, with all manner of arcade companies such as Namco, Irem, Sega, Taito, Williams and whoever else releasing retro compilations of their old classics, why don't Capcom do the same? They could release all their old games from Commando, Ghost 'N Goblins and Street Fighter up until Final Fight and SFII (the original) if for one would love to play arcade conversions of Strider and a three-player Mega that makes use of the single-player adapter. It's a pretty exciting thought. Maybe a lot of other people are interested and I'm sure there are a lot of Capcom fans out there.

Carl Mason, Doncaster

There are some dissenting voices in the games biz who think that this whole retro thing is a pointless waste of time, but being veteran gamers who've been playing since the year dot, we must admit to being quite into the idea. Sega Ages brought back many a happy memory, and we agree that a Capcom Museum compilation would be just as good! Final Fight and Strider would go down well with Martin Richard, but we'd rather see Ghost 'N Goblins than Ghosts 'N Goblins. How about it, Capcom? Do you hear the cries of your public?

THE HALKIDES LONGSHOT

Dear SAM,

This is a longshot, but I think Sega should take Worldwide Soccer and change it from national sides to club sides. It should include a Division One league and a Premiership league. The top three in Division One go up at the end of a season and the bottom three in the Premiership go down. Also to make the gameplay even better. The top two teams in the Premiership should enter a European Championship at the end of a season. And instead of just playing league or cup, a season option should be included, with cup fixtures included in the league schedule. I just feel this would be the best football game ever. Thank you to the league.

Mark McKibbin, Wetherleville

That is a bit of a longshot, Mike. For a no thing, Saturn games are localized to the whole of Europe, not to Britain specifically. How would our Polish pen-pal feel if he had to play as West Ham United instead of Paris Saint-Germain or Borussia Dortmund? And how well would such a game go down with our brethren north of the border if it didn't include any Scottish teams? It looks to us like you want to turn Worldwide Soccer into England-wide Soccer - a plan that, in the mind of any national hater, would brand you as an evil megacorporation! Today Worldwide Soccer, in my view, the world say it isn't an, M002 Say it ain't so!



Q&A

Here we are again. More questions. More answers. And more insane ranting for our resident super-villain editor, Rich Leadbetter, aided and abetted by Sega Europe overlord Mark Maslowicz. Test their combined inventive genius to the very limits of human endurance and send them your questions to... **Q+A, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**
Please be interesting.

to SSM,

I'm writing this letter to you and praying that you will print it. Thanks for your time

- 1. Is the Arcade Racer worth buying because I've got a few racing games and I'm planning to get *Stunts*??
- 2. I've heard a bit about Mystaria is being on the way. Is this true and when will it be released?
- 3. I own all of your demo discs and the latest in the best. I'm obsessed with Daytona CE. When will another disc be released?
- 4. Is Dark Saviour (Lords of the Rings) and when will this be released?

James Buckley, Edlington.

1. The Arcade Racer isn't really essential - certainly not as essential as the NIGHTS analogue pad, which also works on all new driving games. 2. Hopefully around April/May - it still needs translating into English. 3. Hopefully in the next couple of months you should witness another one. And yes, it will be on. 4. It is kind of like Lord of the Rings, so it should be out as you read this.

PAY ATTENTION IN ENGLISH CLASS, PLEASE

Dear SSM,

Please can you print my letter? I have eight questions for you to do in a BIG box of your mag!

- 1. Can you please give us readers more demos with your magazine?
- 2. There is a gun game in the arcade called *Gunblast* made by AM2. Is it coming to the Saturn and when?
- 3. Can you please have more than one tips page in your mag?
- 4. Can you please find tips for NIGHTS and Virtua Cop II?
- 5. Can you give us a tips idea with your mag?
- 6. Which system is more powerful? Saturn or PlayStation?
- 7. Is there going to be a Virtua Cop 3?
- 8. Can you please ask all of AM2's for their autographs because I'm a BIG fan?

Keep up the good work, your mag is excellent!

Simon Lewis, Sunnysideville, Arizona

1. We're looking into it. But as we said, we've declined to qualify discs as opposed to quantity. 2. No there isn't. You're probably referring to *Gunblast* by AM2, which is scheduled for Saturn, probably at the end of the year. 3. The 16 last issue should have sorted you out. 4. There IS a book called NIGHTS guide. As for Virtua Cop, it's not as further than this magazine! 5. No. It would be too expensive. CDs only for SSM. 6. Saturn matches PlayStation on everything but some transparency and lighting effects. Saturn has more processing power and for superior CD capabilities. 7. There has been an announcement, but it's a possibility. 8. No.

SSM,

Please answer my questions because I am troubled by them

- 1. When will Marvel Super Heroes be out in the shops?
- 2. Will there be any wireless joystick in the UK?
- 3. Which is the best: Marvel Super Heroes or 3 Men versus Street Fighter?
- 4. Is it true that Namco System 33 hardware (which is being used in Tekken 3) makes their games look and run better than anything from Sega?
- 5. Why are sales for Saturn so low?
- 6. When is the Netlink coming out and how much money will it cost?

Orlando Goodall, Devon

1. It won't be out in Japan for another few months, and probably won't get here until the summer. Sign. 2. Unless a third party company produces them, no. In the past they have been notoriously crap anyway. 3. Personally, we prefer NHF, but SMMV is still a damn good game. 4. NO. Tekken 3 is running on what looks suspiciously like an enhanced version of their PlayStation System 3 board (which some have dubbed System 33). Its performance is nowhere near the state league as Model 2 - let alone Model 3's. As I mentioned last issue, rampant stupidity is rife in the world over. Besides they're not low, they're just not as many as that other machine. 6. No fixed date, but sometime in '97 it should be out.



PRETTY LITTLE QUESTIONS

Dear SSM,

You've heard it all before - but could you give me a brief and answer these pretty little questions? To

- 1. Will that lovely Stratosher ever come out on the Saturn?
- 2. Is it pretty damn likely that Sega will use an upgrade card for V1?
- 3. If they do - will it be a V16 only thing or will it be an actual Saturn upgrade?
- 4. Do you prefer an even like the new handling on Daytona CE?
- 5. Does the original car when you get it handle like the old game?

Ear Egelet, Waltham



1. The sequel, *Pollonazari*, has been treated for Saturn but is unlikely to appear over here. 2. Pretty damn likely, yes. 3. Probably an upgrade that will work with other games too. That's if there is an upgrade out at all. 4. Definitely prefer old Daytona handling. Kind of like the new handling, but it's nowhere near as enjoyable. 5. Certainly not. The original car is like a super car, with maximum top speed, grip and acceleration.

I HAD YOU PRINT THIS LETTER

Dear SSM,

I've never written to a magazine before and I beg you to print the letter for you to answer some questions and settle a dispute which has been causing me to have sleepless nights

- 1. I recently purchased a Saturn and some games. I'm astounded with the machine but my friends say it was a mistake and I should have bought a PlayStation. I also went to Cuspy's to look at some games when I overheard a shop assistant practically giggling off the Saturn to potential buyers saying the PlayStation was better. Well SSM, which is the better machine and why?
- 2. One of the games I bought was V16. Is it worth watching V16 for fighters like *MegaMix* which is out soon or wait for V16 and stick with V16.
- 3. Will there be a sequel to NIGHTS? If so what is its release date? Is it worth waiting for or should I just get NIGHTS?
- 4. Are there any more racing games planned for Saturn? Sega Rally pedigree? Will *Wipeout 2097* come out? Will it be as good as the PlayStation version?
- 5. Do you think that Bug too is Saturn's answer to Crash Bandicoot on PlayStation. Is it worth a look? Please please answer these questions or I will send you a used too back from the toilers of a window blowaway.

NDP-B, Ipswich



1. If you're happy with the Saturn, fine. And as you should be as it has some of the greatest games ever for it. We're all getting a bit annoyed of these so-called expert shop assistants. As I said last issue, send names and branch locations of these shops and we shall endeavor to eliminate all those whose comments are an affront to Sega! As I said earlier, Saturn has some difficulty with some of the PlayStation's lighting and transparency effects, but it has more CPU processing power and for superior CD capabilities. 2. Stick with V16, but get *MegaMix* as well. Only consider getting rid of one of those when V16 appears. 3. Whatever game comes next from the Sega Team will be awesome, but you see a fond for not having NIGHTS at this moment. Ray II - it's one of the best games ever! 4. No news on *Wipeout 2097* (although it is likely to appear later in the year), but in the meantime I'm sure *Mega Mix Superstar* and *Sega Taunting Dr Champ* (which will sort you out. 5. Bug that's pretty good, but you want NIGHTS, young man. NIGHTS, you hear me? N-O-WAY-S.

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RED ALERT!



The tranquil setting of the hotadical paradise soon gives way to a horrific bloodbath.



Between missions the crew likes to relax at the local seaside resort. Make sure a steady stream.



Destroy the radars first so it then limits the range and accuracy of the enemy weapons.



The Sky-pink Moh next to your chopper is a powerful because leader who needs raising.

After the success of the PlayStation version, an enhanced Soviet Strike finally makes its way to the Saturn in another shameless cash-in on current world political issues. LEE NUTTER takes a look at EA's premiere 32-bit blast-a-thon.

Why back in 1992, riding high on the hot good factor is the aftermath of the Gulf War, Desert Strike was released on the Megadrive and became a huge commercial success. The debut Strike game had many similarities with the conflict in the Gulf, a rogue mad dictator, desert surroundings etc. and proved to be a controversial release. Then followed the sequel, Arctic Strike in 1993 which expanded upon the original gameplay by including a range of vehicles for you to pilot and was also a huge success.

The best 16-bit game in this massively popular series was Ultra Strike in 1994 which was perhaps the most sophis-

ticated Strike game of the lot. Then when we heard news of a 32-bit Strike game not only we could barely contain ourselves, but in hindsight maybe we were expecting a bit too much from EA. To capture the feel of the previous Strikes yet bring it up to date with 32-bit graphics would be a tall order. But they've done it. Soviet Strike is a very worthy addition to the Strike series and it's going to sell big time. Why? Well take a look at this massive Showcase and you'll begin to see why as Soviet Strike boasts an impressive amount of new features and it looks great too! But still, enough of this meandering nattering I read on...

Soviet Strike is reviewed on Page 76.



After taking multiple hits from the destroyer your ally's death is inevitable.



It's about as diverse as a rocky grove.



Just as you know that this is actually meant to be fun, the thoughtful programmers have included lots of these buildings with these heavy roofs that look like spade dome bio-green mass. Quite what their purpose is I don't know, but then I'm a games writer and not an architect.



This level is a bit of a jolly but not in actual fact is set 40 miles north of the original Desert Strike. It makes for interesting fuel.



THE ENEMY AT LARGE

"Zikes... from snobs of 'em... want 'ell you see the whites of their eyes lids." If only it was that easy. Unfortunately for you the enemy you face in the latest installment of the Strike series are armed with slightly more than a gun and a gas tank. They are sophisticated terrorists and as such have a vast array of highly lethal ex-Soviet Army weaponry which pose a serious and very real threat to your wellbeing. There are scattered about over the face increasingly difficult levels often being concealed as buildings for the element of surprise. Amongst those likely to give you the biggest headaches are the following...



LT AAA. Armour: 50 Cannon: 5
These are the light anti-aircraft guns scattered about all over the place. They have poor accuracy but fire at rapid succession with each shot taking five points off your armour, so they're quite deadly when they hit. They're not particularly well armoured though, taking only a couple of hits to be destroyed.



GASKIN. Armour: 75 Missile: 25
Gaskins are the fast, light surface-to-air missile vehicles which have this terrible habit of blasting you out of the sky. They can launch four powerful surface-to-air missiles each taking 25 armour points before slowly ascending. This armour is not bad and take a total of three Hydra hits before they explode.



BRUM-2. Armour: 75 Machine Gun: 10
These are the reconnaissance vehicles which are fast and manoeuvrable with a 14,500lb heavy machine gun which takes 10 points off your armour with every hit. Their armour isn't particularly thick so are quite vulnerable and are accompanied with only three Hydrazes.

MISSION STATEMENT

To give you a good idea of the task you are undertaking when you lead up Soviet Strike, here's a mission by mission breakdown of the first level and so not to spoil it for you a brief overview of the other levels. It is also important to note that various sub-missions will pop up from time to time in a random manner which divert you from the task at hand for a while.

LEVEL ONE: CRIMEA STRIKE

1. The first mission requires you to destroy the two early warning radar sites which will then allow you to fly into hostile airspace undetected. They are not particularly well defended with only a couple of light anti-aircraft guns surrounding them. Knock out the guns first leaving the radar vulnerable to attack.

2. During the course of mission one you are interrupted by a call to help down Strike agent and ace pilot Nick Arnold who, along with other intelligence agents has been taken hostage and are about to be executed. Break them out of the POW camp by taking out the four corner posts first, then take out the anti-aircraft guns and the BMD-3 reconnaissance vehicles. You'll find Nick and the other agents in the various stone buildings in the camp. There is of the essence in this one, so you'd better hurry.

3. Things start to get a bit more dangerous on mission three. Your task is to destroy the helicopters and buildings at the well protected temporary airfield. The helicopters are on the ground so pose no threat but the surface-to-air missile vehicle known as the Gekko and the anti-aircraft guns do so watch yourself. Take out the guns first then the radar towers before attempting to destroy anything else.

4. For the fourth mission you need to rescue 14 out of the 16 POWs who are being used Saddam-style as a human shield, and take them to one of the landing zones in nearby front drainage. Your armour is boosted considerably for each one you manage to rescue. The best way to go about doing this is to drop your co-pilot off at the snow plough at the bottom of the southern POW camp. He then uses it to devastating effect to trample over surviving Gekko soldiers making your task slightly easier. Take out the corner posts and anti-aircraft

guns before destroying the buildings and rescuing the hostages. You also need to rescue Nick at some point after he gets himself into some serious trouble.

5. By now you are aware of the various kinds of the SAM headquarters where five Gekkos are hiding out. Three of them need to be captured as they are carrying some vital electronic information which is broken out of them at a later date. Destroy the buildings they are in, and catch them as they try to make their escape.

6. Mission six requires you to destroy the heavily fortified airport training camp wiping out all structures and vehicles. Highly destroying the surface-to-air missile launchers and ZSU's, then taking out the power station including the local radar. They proceed on in a straightforward manner destroying whatever remains. Use caution though as the larger buildings usually contain some sort of vehicle with a big gun pointing in your general direction.

7. The final mission requires you to excavate the enemy villa and learn their plans. How you wish! Well Strike, not can pick up concealed satellite communications when in the nearby vicinity. So fly around the perimeter of the villa and kill the enemy soldiers and destroy the Gekkos. Then fly over the villa itself and destroy the BMP armed

troop carriers and the ZSU's. Proceed to the east of the villa and drop off your co-pilot who will then go into the villa and win it to blow what you find off yet further attacks. Don't stay too far though as once the building blows you'll need to pick up your co-pilot and get back to HQ in one piece to a hero's welcome.



Inside the buildings are the US SAS, SO and SASI POWs whom you must rescue to successfully complete the mission.



Underneath the big explosion is the snow plough which your co-pilot is driving through the enemy lines to great effect.



Troop carriers and the ZSU's. Proceed to the east of the villa and drop off your co-pilot who will then go into the villa and win it to blow what you find off yet further attacks. Don't stay too far though as once the building blows you'll need to pick up your co-pilot and get back to HQ in one piece to a hero's welcome.



BMD-3. Armour: 75 Missile: 100
A modified version of the BMD-2 scout car, the BMD-3 is now fitted with powerful anti tank and anti-helicopter missiles which each take 75 armour points off your Apache helicopter with every hit. Blast them out with three Hydra or just a single Hellfire and watch them burn slowly.



BMP. Armour: 100 Missile: 25
This is the armoured troop carrier that has a powerful enough anti-aircraft missile to its credit but is highly vulnerable. It's use is to transport troops across rivers and can operate in a chemical battlefield. It has good armour which requires a Hellfire to penetrate and destroy it.



ZSU. Armour: 150 4 Guns: 5
You biggest headache on the first few levels is the ZSU or "Znu" as it is known to its friends which provides mobile air defence. It has thick armour needing a Hellfire and two Hydra to destroy it. It also has four 23mm gun barrels which fire in very rapid succession taking five points off your armour with every hit.



MVY AAA. Armour: 75 Gun: 5
The MVY AAA is the 75mm gun system which utilises the heavily armoured gun shields if installed around a performance facility. They are not particularly difficult to destroy and take only three Hydras to destroy them or if you are in a hurry you could use one of your deadly Hellfires.

LEVEL TWO: BLACK SEA STRIKE

The second level of Soviet Strike has you being deployed at the sea off Russia which is just the Black Sea. Your objective is simple, enter the Soviet base near the Black Sea and prevent the hijacking of a number of Soviet ships and their nuclear ICBMs. To achieve this, you will need that most of this level will be spent destroying convoys, ships, submarines, radar sites etc. and monitoring the ICBMs.



Look at these lighting effects, improved air



Destroy the bridge to cut off their supplies.

LEVEL THREE: CASPIAN STRIKE

The third level, believe or not actually takes place 40 miles north of the original Desert Strike at the Caucasus Mountain Passes. Your overall mission objective is to protect an ex-Soviet chemical weapons plant from being captured and used to kill as all. To this end you must destroy the advancing formations led by a certified genocidal maniac named Sarkis, whom eventually must meet his make.



More Desert Strike style destruction antics.



Just look at those background levels.

LEVEL FOUR: DRACULA STRIKE

We're off to Transylvania for the fourth level where a nuclear power plant which has been polluting the area for decades has been captured through an act of deliberate sabotage. So the Strike team joins the Green Hell Brigade in an attempt to deal with the nuclear reactor whilst performing a number of humanitarian missions too. These involve rescuing locals and scientists that have been brought in to deal with the problem.



More politics, I feel sorry for the angels.



Destroying civilian houses is good too.

LEVEL FIVE: KREMLIN STRIKE

Not to give too much away, the final level takes you to Moscow where Russian leaders have been trapped and are seen in a scenario. Your objective is to prevent the military coup and ensure the wellbeing of democratic Russian leaders, among them Boris Yeltsin.



Excellent because based around politics.



Looks like my old boss's office.



Destroy the power plant so the terrorists can't use their electric blankets.



Shoot the driver because you may find Boris is there. Probably not though.



BTR-70, Armour: 100 Machine Gun: 10

This vehicle is capable of carrying a squad of infantry and has a 14mm heavy machine gun capable of targeting helicopters. In yes, it has good armour which takes one Hellfire to destroy and a powerful machine gun which takes 20 points off armour.



SPEEDBOAT, Armour: 50 Machine Gun: 75

The speedboats are quick and highly deadly with armaments ranging from machine guns to SAMs and even screen AAA guns. Get hit by one of the Surface to Air Missiles and it's going to hurt with each riding you of 35 armour points. Destroy with two Hellfires.



MIG, Armour: 150 Weapons: 25

These are highly dangerous enemy aircraft which should be approached only with extreme caution and a full complement of ammo. It fires smart missiles very quickly, each taking 25 points off your armour in a short space of time. To eliminate this nightmare from the skies use a Hellfire and a couple of Hydros.



PT-76, Armour: 125 Gun: 25

This vehicle has light armour and a fairly inaccurate gun and is mostly used in coastal landings. Progress through to the desert level and you'll encounter loads of them. You have been warned to destroy them and end their reign of terror use a Hellfire and a couple of Hydros. That'll sort it out.



NEW SATURN ONLY FEATURES

That's right, since the PlayStation version of Helicopter Strike was launched in November of last year these gags of EA haven't been simply resting on their laurels. Oh no. They've been putting the finishing touches to the Saturn version which includes quite a long list of new features that have been added or improved over the PSX version. Don't believe me, ah? Well just take a quick gander at this list before pushing it in PlayStation owners' faces.

1. Not included in the PSX version is a new easy difficulty setting for novices to the Strike games or people who just can't be bothered to play it properly. This has the desirable effect of doubling your firepower and reducing fuel consumption by 25%.
2. The on-screen display with fuel, armour, lives etc. can be brightened or dimmed to make it clearer or less obtrusive. The choice is yours. Also there are not any annoying black backgrounds on the display.
3. New special weapons are hidden in a hard to find place on each level. The Super Chameleon gives you 450 rounds of dual cannon fire and there are Maverick Missiles which will blow up just about anything in the game.
4. The front end of the game has more play (demonstrable) and allows you four different button configurations.
5. The multi function display with the map is in a higher resolution in the Saturn version.
6. The compass on the Saturn version has actual numbered bearings.
7. One of the most important improvements which was lacking in the PSX version is that the cox can now aim their eye shot.
8. The level passwords are in actual Russian to add to the authenticity.
9. The front end audio screen has better layout and better graphics.
10. In the Saturn version there is a stereo and mono setting available for those of you without a ridiculously expensive TV.
11. On the second level the sound effects have been added to the grounded helicopters to make those sound as if they are actually trying to take off.
12. The Saturn analogue pad is supported both in analogue and in digital mode. Another good reason to buy NGIUS oh incident!
13. There are a FEW HUNDRED known bugs in the PSX version that have been fixed in the Saturn version.
14. The graphics have been improved on the Saturn version to give the enemy helicopter displays on the ground.
15. The multi function display menu where the map can be found has been added and cleaned up somewhat.
16. There are more "Bludge" zones in the fourth level that may be used as fuel, evening up the balance of the level.

YOUR CHOPPER

In the latest installment of the Strike series your helicopter remains pretty much the same as in the previous ones, a customised version of the Apache helicopter. However with your new money buying the latest in high-tech weaponry at their disposal, your craft needs enhancing somewhat. As a result your Apache is now fully fitted out with eight sidewinders capable of destroying just about anything in the entire game as well as the usual challenges, Hydrex and helflies. Take a look at the damage you can do.



SIDEWINDERS

The new addition to your Apache's choppers, the sidewinders are capable of much more destruction than your other weapons taking 500 points off the enemy armour. However you only have eight of these per level as unfortunately they cannot be reload with the regular weapons so are sparingly. The explosions look rather nice too.



CHAMELION

The Chameleon is a tool on the wrong side and is often referred to as "The Big Girl's Gun" for obvious reasons. It fires one shot after another in rapid succession with each shot taking only three points off the enemy's armour. It might not be used on its own against anything other than enemy soldiers due its relative inefficiency but can be used to destroy enemy buildings so as not to waste your limited supply of the more powerful weapons. A good strategy there, then.



T-55, Armour: 175 Turret Gun: 25
This tank was designed during World War Two by the Soviets who kept producing it until a decade ago. It has thick armour and takes quite a bit of blasting to pull it out of action. Use a Hellicor and these Hydrex to destroy it or if you have them it's probably easier and healthier to use two Hellicors.



SKAR, Armour: 150 Missile: 40
The SKAR is a most deadly rocket system which will blast you out of the sky with the opportunity with its powerful rockets. It has quite good armour too meaning that it will take a well aimed Hellicor and a couple of Hydrex to put this one out of action for the foreseeable future.



GAWMIL, Armour: 150 Missile: 50
These mobile anti aircraft missile systems are often located around radar dishes at this adds their accuracy and are capable of deadly firepower damaging your armour by 50 points. They do take a while to reload so hit them with a Hellicor and a couple of Hydrex while they're busy doing that.



GANET Launcher: 75 Missile: 150
This long range anti aircraft missile can be launched from a fixed site or a mobile launcher and is very dangerous when combined with a radar. Getting hit will cost you 50 points of armour so it doesn't come recommended. Use three Hydrex or a Hellicor to destroy this weapon of mass destruction.

HYDRAS

One of the most powerful in this galaxy warms up to be packed by its pilots. It's a bit of a pain, as are obviously quite powerful. They are however in limited quantity as you can only build up to three so be careful not to waste them. Use them together with the chakrams to increase the destruction.



HELLFIRE

These are the business taking care of the enemy's armour which is enough to destroy most of them. Again though, you can only carry a small number of them so you'll never manage to get off the ground otherwise and as you only have 2 of them, use them where necessary.



MAVERICK MISSILES

These are the most powerful of the weapons which will blow up just about anything in the entire campaign. They are not particularly easy to fire though and you only get 2 of them but they have immense power.



SUPER CHAKRAM

These are the most powerful of the weapons which you get in the Saturn version of Soldier of Fortune and is an enhanced version of the chakram. Collecting this level to the weapon provides you a huge bonus with a dual cannon shotgun which is powerful as the regular chakram and gives you a good reason to fly with.



T-80. Armour: 200 Main Gun: 50 Machine Gun: 5
This is the best tank in the Russian army and your worst nightmare. It is capable of outrunning and outgunning just about anything NATO can throw at it, until now. This one will take two Hellies to destroy but watch out for that main gun as it packs quite a punch.



BN-21. Armour: 50 1 Missile: 40 10 Missiles: 400
Read the statistics and weep. Get hit by four of these missiles even with full armour and you're dead. These rocket launchers have been around since World War Two and are highly dangerous but relatively easily destroyed with only a couple of nukes.



HIP. Armour: 100 Rockets: 50
This helicopter has been in the Russian army for sometime and it's easy to see why with very thick armour and heavy weapons. However it has quite a slow rate of fire which is one of its few drawbacks. To shoot it down you'll need either three Hellies or sixteen Hydras so you'll better be stacked up.



HAVOC. Armour: 300 Rockets: 75
The HAVOC is the latest in helicopter technology being heavier and with more horsepower than your Apache. In fact if we're talking specifications it makes your machine look like a bulge the helicopter. With its advanced fire control and heavy armour the bird poses a very real threat.

 **SHOWCASE**



THE HEX FACTOR!

After the horrible disappointment that was the Saturn rendition of Doom, GT Interactive are all set to redeem themselves with the imminent release of Hexen. Hence this particular showcase penned by RICH LEADBETTER.

I have to admit that when it comes to videogames from the id software stable of developers, I have a very particular interest. In fact, personally, I'd be just about the only reader inside the United States that have really scored my respect. Each of their games is a graphical masterpiece. Each of them offers something new in terms of gameplay. And all of them have gone down as classics in the annals of PC gaming.

Hexen is a game that was released on PC about 17 months ago. It used an enhanced version of the classic Doom engine to provide what was then state-of-the-art visuals. The corridor action of Doom was expanded to encompass different types of terrain, unobscured windows, more background scenery and many more special effects. Enter Raven Software, as id associate. There's no doubting their supreme competence when it comes to adventure games, and combined with the id engine, you're guaranteed something special. And Hexen is indeed something quite special. In this showcase you'll get a whiff of just how particularly spiffy the improvements over Doom are. We'll also see just what kinds of creatures and weaponry await in this pretty decent game. So, any way, enough of this small talk. Onward!

Hexen is reviewed on page 66.



This particular class weapon is excellent - sapping enemy energy at close range, and dispatching green hells at long range.

CHARACTER CLASSES

One of Hexen's best advantages over Doom (and even Quake) is the addition of three different character classes. At the beginning of the game, you choose the class of character you wish to be and this determines which weapons you get in the game. It should be noted that Weapon #4 of each character requires the collection of three separate parts before it can be used. As it is, the classes each have their own strengths and weaknesses, as you shall discover as you move on...

CLASS: FIGHTER
SPEED: 30
ARMOUR: 10
MAGIC: 1
STRENGTH: 7

BARATUS



NOTES: When it comes to sheer athleticism and power, you can't really get better than Baratus the fighter. In terms of strength and power of attacks this guy is in a class of his own. He's also 'useful' in that he can run faster and jump higher than the other two classes. When it comes to use of mana, Baratus is also impressive, despite his craggy magical powers. Three of his four weapons can be used without mana and the axe and hammer only use minuscule amounts of the mystical magical energy. A powerful character indeed.

WEAPON #1: SPIKED GAUNTLETS

The most powerful base weapon, the fighter is able to dish out three punches in quick succession before a pause, making him able to dish out more damage than other characters using this level of weapon. The fighter has an easier time to begin with, obviously.



WEAPON #3: HAMMER OF RETRIBUTION

As a close range weapon, it's not that much more powerful than the axe, so it's best to use it as a long range weapon in conjunction with green mana. In its long range form, a green fireball is dished out which can take out multiple targets. The price? Three green mana, to you sir.



WEAPON #2: TIMON'S AXE

This has longer range than the gauntlets and is also over twice as powerful making it a very decent weapon. It uses up two blue mana every time you use it (although the mana is only lost if you actually connect with a foe).



WEAPON #4: QUIETUS

This enormous great sword is the pride of the fighter's arsenal, but its power comes at a cost. Press fire to loose off five powerful green fire balls which can annihilate a group of enemies up close or at range. It utilizes 14 blue and 14 green mana.





In class rage, the active gets pretty damn psychotic! As you can see here...



We start the game with close range weapons such as the gauntlet or the basic splintered sword. These are pretty unpowerful tools.



ALL-NEW ADDITIONS TO THE DOOM ENGINE!

Doom's 3D engine is pretty damn smart (on the PC at least) and the Saturn has its work cut out faithfully replicating what the PC version of Doom achieved. Basically, the graphics have been taken to new levels with far more detail.

1. SWING DOOMS

In Doom, when a enemy swing up and down. In Hell, you get a whole bunch of swinging doom. Even mauling them. There are even some hazing doom football opening death traps to contend with.



2. HUGE DROPS

In Doom, you could pretty much fall as far as you wanted without resulting in too much damage. Not so in Hell, which features sheer drops which result in an inevitable death. Ooh. Handle with care, Hellward!



CLASS: CLERIC
SPEED: 7
ARMOUR: 8
MAGIC: 6
STRENGTH: 6

PARIUS

NOTES: As you would expect, Parius is the middle man between the physical fighter and the magical mage. Among his strengths is his use of the levitator. He drops them and they explode to envelop his foes in a poisonous gas cloud. Parius is also notable in that he has the best homing weapon - the Wrathverge. However, its power comes at a price: namely 18 mana, at each colour! In multi-player mode, Parius tends to be the character of choice. Not that we'll find out without a link-up cable.

WEAPON #1: MACE OF CONTRITION

This is quite similar to the Spiked Gauntlet employed by the Fighter. Unfortunately, although the mace has a longer range, it isn't quite as powerful. On the plus side, you don't have the embarrassing pause after the third consecutive hit.



WEAPON #2: SERPENT STAFF

A most useful weapon, at close range, it hands you your enemy's lifeline. At long range it fires off venomous green fireballs. On the plus side, it's easy on the mana, using just one duple of blue mana every time you fire.



WEAPON #3: FIRESTORM

A powerful weapon that inflicts plenty of damage, the Firestorm sends a streak of fire hurtling along the floor. One problem is that it hugs the floor, so you can't fire it across gaps at your enemies. You get fairly good value out of the four green mana used to fire up this 'baby.



WEAPON #4: WRATHVERGE

As mentioned above, this is the most powerful homing weapon in the game and also the costliest in terms of mana (18 of each colour). Ghosts shoot out that seek out and exterminate any targets in the area, circling around their prey. Impressive.



3. LOOK UP AND DOWN

An enhancement made to Hellcric (Hell's PC predecessor) here you can look up and down to a limited degree. It's nowhere near as fine as Quake, but it does make it handy for gazing the above-mentioned sheer drops.



4. EXTRA DETAIL

The engine has been tweaked up with far more sprites, such as trees and what have you, designed to make the landscapes look more interesting and realistic. And it works, too! The last level is particularly good...



CLASS: MAGI
SPEED: 4
ARMOUR: 2
MAGIC: 10
STRENGTH: 4

DAEDOLON

NOTES: Pretty weak in combat, Daedolon specializes in long range fighting, keeping his opponents away from his frail body. Although his attacks use up more mana than his comrades', Daedolon is correspondingly more powerful and he also has the advantage of having a fairly decent ranged weapon that uses no mana whatsoever. There's certainly something of an art to using Daedolon and taking him to his limits, and certainly he's the character which requires more than the skills you would have honed in Doom.

WEAPON #1: SAPPHIRE WAND

The weakness of this weapon is kind of made up for thanks to its long range power, allowing you to take out foes from a distance. It's also notable in that the bolts pass through foes, so if there are a bunch of them in a row, they'll all be equaly damaged, intriguing.

**WEAPON #3: ARC OF DEATH**

Bolts of electricity arc out from the ground and the ceiling in a most impressive manner. Once it has a target, it locks on and electrocutes the hapless maniac for a few seconds. For this fine instant-destroying service you're charged a fairly decent five green mana.



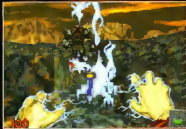
What we haven't had space to include are various artifacts, five of them can even be used for flying purposes. Others reset your hit or even turn them into stinking poop!

**WEAPON #2: FROZEN SHARDS**

Visually, this is a most impressive weapon. Each bolt takes up three of your hard earned blue mana, but for that outlay you get a total of 17 bolts firing off at your opponents! At close range, no bolts are fired, but you get almost double the damage.

**WEAPON #4: BLOODSCOURGE**

This is the Mage's equivalent of the Cleric's Wrathstrike strike, only far more powerful. Using 15 of each color's strain of mana, it unleashes three immensely damaging fireballs. Any one of those can destroy any of the creatures with one hit.

**5. INTERACTIVE SCENERY**

There's plenty of stuff to stand, use, observe or interact with in other ways. On the first level you can see plenty of stained glass windows which are broken to reveal wonderful games. Also look out for hackable steel.

**6. SET-PIECES**

Some of the happenings in Hexen are pretty cool, in fact they could almost be described as set pieces. Probably the first you'll find is dragging the colossal bell which is found (and repositioned) in the Bell Tower on the first stage.

**7. MORE VARIETY**

In the Hexen stages, there is far more variety in the make-up of the levels. Doom was pretty much limited to solid floors, water and energy-draining ceilings. Hexen is a bit cleverer. A case in point is the mutant-packed swamp!

**8. BETTER PUZZLES**

Doom wasn't particularly noted for its puzzling, although the elements were there. Hexen's puzzles boasts a ball system which means you need to estimate your steps to earlier levels and explore newly opened areas.



SATURN MAG RANKS THE DOOM GAMES!

The first person perspective game happens to be one of the most popular, judging by the amount of mail received by SEGA SATURN MAGAZINE. Since so many of you have asked, here we rank the available examples of the genre.

1. EXHUMED

The best 3D engine with the most stunning lighting effects and super-smooth 3D update. As a one-player quest it starts off a bit dull, but later on its brilliance becomes self-evident. Tons of lambsurly too as the Tips Guide in this issue reveals.

RATING: 94%

2. HEXEN

GF's second stab at an id software conversion is pretty damn cool actually. As the showcase reveals, it's an almost flawless translation of the original warred only by a slightly jerky 3D update (compared to Exhumed). Still pretty cool though.

RATING: 88%

3. ALIEN TRIOLOGY

In Exhumed's realm of smoothness, Alien Trilogy is pretty damn cool actually. A very nice (albeit short-sighted) 3D engine and plenty to do. It's just a shame that the aliens themselves are a bit of a let-down. Still pretty enjoyable though.

RATING: 85%

4. 0000

It might come after Alien Trilogy on our list, but there's really no competition. Doom is dreadful. Jerky 3D update completely ruins the playskilly and graphically speaking, it's only slightly better than the 32X version. A classic has been ruined.

RATING: 56%

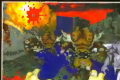
5. ROBOTICA

The very first Doom style game for the Saturn, and although it is pretty smooth and quite enjoyable to begin with, the game is crushingly boring with very little to differentiate between one level and the next. Worse than Doom. If that's possible.

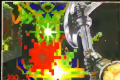
RATING: 15%



The Ruptor's weaponry is heavy on status wags, but produces extremely powerful results - the lightning weapons in particular is most impressive.



One advantage that the Doom engine has over Duke's Eyes even on the PC is the sheer weight of numbers thrown at you. Even in the Saturn version, the enemies pass just on each of a problem as they did in their PC incarnation.



And there you want that! Its all of you! Suffer! Mhhhhhhhh!



These screens found later on are known for their speed and Andros system. A couple of one-chop should dispatch that!

At close range, the wizard unleashes his full magical power. Still, it also makes him a nutter for a week in the future!

RAGE HARD!

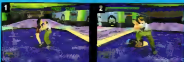


More Saturn loveliness arrives this month courtesy of those ever-so-busy AM departments. **Die Hard Arcade** is the Saturn's full 3D answer to **Streets of Rage**, and most enjoyable it is too (although too short). Here's all the exciting bits, courtesy of **RICH LEADBETTER**...

There's something just a bit too satisfying about fighting games. With the Virtua Fighter series, it's one-on-one combat at its best - a test of nerve and technique against a human opponent. With the side-scrolling beat 'em up, things get a bit more chaotic. It's you against the world and everyone - yes, **EVERYONE** - who damn near your path will be on the wrong end of a beatable candlestick. Or a kick to the kneecaps.

The type of game, popularised by Capcom's **Final Fight** and Arcadia's **Streets of Rage** (concretely more on savage fighting and short-term thrills than VF's technique-led style).

As time has gone on, too has the savagery of the games. The 16-bit games' headbutt bats, mace and pepper sprays have given way to bigger and better head-wars. Use rocket launchers. And anti-tank guns. Things are just a bit more realistic now - thanks to an small part to the excellent 3D graphics the Saturn is capable of. But the thing is, it doesn't really matter how morally reprehensible these games are. The fact is that they're so fun. And **Die Hard Arcade** is such a game.



While carrying the bodge...

...you can arrive just and take 'em out fast



While proving it's possible to access...

...Virtua Fighter style throws, like this one.



Trample your foe. Back to the go...

...followed by a demoralising headbutt...

With a highly amusing, fairly responsive to at least wigger slightly at the levels going nuts and accompanying on-screen action that occurs when your opponents get struck square in the testicles. It's a classic videogames moment. Or the bit where you unleash the power of an anti-tank rifle in the small confines of a street's interior. The simple fact is that like the best action films, **Die Hard Arcade** features many entertaining set pieces guaranteed to amuse. Use battering the end-game boss like pulp using his own golf club! In fact, all that's missing is the trademark Schwarzenegger eye liners. But I'm sure you can make up your own, if you're clever.

WHAT'S IT ALL ABOUT?

Any one who has ever played **Final Fight** or **Streets of Rage** shouldn't have any difficulties getting into **Die Hard Arcade** as basically spending the game concepts and even the button lay-outs are very similar. However, AMI and the Sega Technical Institute have rather comically grabbed in extra layers of Virtua Fighter-style gameplay into the way the combat system works. That's why there's a whopping great answer list on this showcase.

The team have even expanded the old "pick up a weapon" system to include multiple techniques for each tool you collect, depending on what it is. You'll find some pretty smart extras, including the ability to arrest some foes, handcuffing them and removing them from the action that way. Or collecting a lighter and getting your pepper spray just like James Bond did with his live and let die.

The bottom line is **Die Hard Arcade** is very clever, taking the **Final Fight** genre into a new domain that's more than just the same old gameplay in a 3D environment. Even if that 3D environment is very nice.

When a game is truly innovative, aspects of it get copied. Already we're seeing elements of **Die Hard** turn up in reproduction software, such as the September Sega game, **Judgment Force**, which looks like bring even better than this!

LIVE AND LET DIE HARD ARCADE

The other staple element of the side-scrolling fighting game is the simultaneous two-player mode. **Die Hard** gives you such a mode, whereas a decidedly full-blooded female detective makes the same, armed with all of the same techniques as the male copper. It's this element of the game that does increase the replayability, and it needs it, because just like **Final Fight** and **Streets of Rage** before it, **Die Hard** is just too short and too easy.

But it is a ball of fun.

Die Hard Arcade (arcade) on Saturn.



Here is the world's only, single girl cop! These robots look awes, big time.

Spine Kick	EEE
Punch combo	FFFF
Kick combo	O-EEE
Punch, Kick combo	FFFF
Kick, Punch combo	EEF
Side Kick	F-H-H
Jumping overhead punch	JF
Jump Tread Kick	JF
Jump EX Breakkick	O-JE
Lunge forward	O-O
Lunge backward	O-O BE-O-O
Roll	O-O
Running Tackle	F while running
Running subkick	K while running
Knockdown block	OK during lunge
Dropkick punch	F-H
Running shoulder	O-F-H
Double back kick	O-E-H
Shoulder slam	J O-H
Back slam	J O-H
Backflip	CF
Harding sweep	OE
Low punch combo	O-FFF
Low kick combo	O-EEE
Low punch/kick combo	O-FFE

Punch, elbow	FFF
Pin down, slam head	EEER
Forsarm throw	CF
Shoulder throw	OE
Head slam	F-H-H
Forward stomach throw	F-H-H
Heart swing	FFEF
German suplex	FFEE
Leg swing	FFF
Suplex	FEK
Piledriver	EFP
Headbutt slam	EPL

Overhead swinging	FFF
Wide swinging	EEE
Back swing	CF BE OE
Amazing stab	J-H
High stab	CF
Low swing	OE

Special combinations & attacks

Latched attack	F
Front kick	K
Back swing	OE



1. Another graphic combo starting with a head!



2. Then a bit of landing on the ground...



3. ...our hero prepares a disarming backflip!



4. Finally! And it's all over. Very painful.



The occasional cutscene are just simple reaction cutters. If you feel any of these, consider yourself crap at games. It's Willem van der Meer!

LEVEL PREVIEW

The route through this terrorist-infested building is fraught with danger. Usually taking the form of multiple bad guys with a chip on their shoulder and some form of weaponry in their hands. This is the kind of action waiting for you in *Beard Arcade*!

1. Fire Escape

The action starts outside the building, a very simple stage with just a couple of enemies to wind out. It's kinda of what's to come.



2. Inside the Building

Again, very simple. The enemies have been here, looking behind a brown door. See it to clean up the scene inside this room! Kill them off!



3. Elevator Hallway

A nice open area where you get your first taste of heavy combat. Enemies' fire danger drops up in the form of guys working via the lift!



4. Car Park

Arriving in the carpark, there's some trash to dispose of. Luckily there's an enormous slip-bomb (which one of the bad guys falls into).



5. The Fire Engines

Bad dudes have dressed up as firemen and are now out to kick you about a bit. Dodge their rampaging engines, avoid the water-Monks and let 'em have it!



6. The Moon's Room

Shades of *True Lies* here as you enter the toilets and beat...

everyone about. Now which comes and left that anti-tank gun on the floor? Shock...



2. Robots of Death

Recently gets tough in the form of two heavily armored robots. They're the toughest opponents you'll have faced yet and take plenty of damage.



3. The Lobby

Arriving at the building's main entrance, the screen is filled with bad guys. Guns are everywhere. Grab one and fire. Kill everyone with lead pellets!



3. The Fountain

Moving back into the depths of the building, you face up against one bad dude and a similarly bad lady. The girl is easy to arrest, then the fight begins!



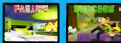
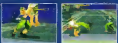
10. Aquarium

Things are definitely a bit fishy here. Your male adversary is one very big guy who gives you a severe headache... Literally. Things are getting tough.



11. Antenna Action

The bad guys you face here are more into defensive fighting, trying to make your collide with the rotating card, which moves around the perimeter of the play area, spinning around, smashing everyone in the head. Use low combos and destroy them!



INTERMISSION EXCITEMENT

In the early days of television, viewers were often entertained between programs with beautiful landscapes or small furry animals, accompanied by dulcet music. Not to be like *Don't Stand Amore*, here, the intermission scenes between the hardcore beat 'em up sections comes down to reaction-testing sections showing your fighter taking down an enemy with a surprise, off-the-cuff technique. That's if you get it right. Fail and the action goes to the external side as you wait for you have to finish them the hard way. On later stages, more enemies turn up to give their job a hand. So get it right!

VIOLENCE? THIS?

On the options menu, there exists a rather bizarre option: **WIDEN SCREEN**. In the default setting it will

but don't worry, this doesn't mean that the in-game characters modify their behavior through negotiation. Oh no. In fact, the only difference being the option on makes is the appearance of red pixels participating to its blood which are displayed whenever a hit connects. This is clearly an after-thought (probably added by Sega of America) which is a bit of a let-down, really. Violence on/off indeed. Fail!

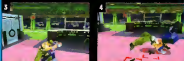
WHATEVER HAPPENED TO ST-V?

ST-V or ST-VAM scales about twice, it the last-best arcade board Sega developed based on Saturn technology. Well, actually, ST-V is a Saturn, just with extra memory and better sound. The *Hard Amore* is actually the last game to use the ST-V board and Sega Saturn. URBN MAGAZINE can only wonder what has happened to ST-V development. There's been some classic games developed on the board such as *Virtua Fighter Break*, *Atelier Kings*, *Baku Baku* and *Wotai Fighter* kits - all of which have been perfectly accepted for the home market. It would be a shame if Sega of Japan has stopped ST-V development, particularly if the V's 3D accelerator cartridge remains out to be true. Let's wait and see ah!



This combo comprises of a couple of...

... very painful gut punches...



... followed by a "Stomach Box"...

... and finally a super style three.



It's a knee to the gut! Encouraged!

... followed by a headlock and a punch...



... and finishes off with this swelling...

... style three. Another awesome prob combo.



A sample of getting close in the *Hard Amore*. Levels.



Spring up	F or K or J
Roll over	○ Park or L

Blocking	PPPPPP
Swinging	KKK
Back swing	○P
Jumping attack	J P
Jumping attack	J ○P
Low swing	○K

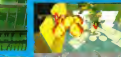
Fire gun	F
Overhead swing	B
Back swing	B
Hard back swing	CB

Three projectiles	P
Front kick	B

Shoot	P
Jumping shoot	J P
Tare & shoot	○P
Crash shoot	○P
Handoff	Grab enemy, then PP or KB



Our hero attempts a low-kick combo against one of the bosses. And it works!



Beast bosses' tend the robot masters...



Here we are in the Star Park...



...Where our hero hits off a Super-ryu...



...Dragon Punch! Dragon! Dragon! Dragon! Dragon!

Forget the bosses. These  robots are your toughest foe. Destroy them all (especially those with yellow wings).

12. Robots' Revenge

Remember those tough weather-robots from the Security Room? Well, meet their big brothers and ready yourself for the toughest fight of the game yet!



13. The Lounge

A battle replete with three very big, very mean "robots". Luckily, there's plenty of assistance lying on the floor like everything against these guys!



14. The Lift Shaft

A change of pace as you climb up one of two ladders. Just follow the left/right instructions on-screen and grab those power-ups.



15. Walkway

The game starts to throw in (just) about as many opponents as it can handle. Beware they come from the left - see that robot huncher on the outdoors!



16. Reception Area

A slew of bad guys and Fineman turn up, determined to do their worst on your sorry ass. Save the robot huncher for the BIG Fineman at the end.



17. End Boss Confrontation

This is it! The life of the president's daughter is in of the and you need to take down the world's most evil fighter once and for all. Besting him!



The MegaMix

Once again SEGA SATURN MAGAZINE returns to AM2's latest Saturn title: the incredible **Fighters MegaMix**! In the last issue, we revealed a couple of the secret characters and dropped plenty of hints for you to guess at. This month, the waiting is over! All of those secret fighters are fully revealed, plus we reveal some more AM2 oddities added to this classic. Oh, and we interview the programmers. **RICH LEADBETTER** writes...

At the time of writing, **Fighters MegaMix** has been out just under one month in Japan and just about everyone who has the game has all of the secret characters saved onto their Saturns. But there's a lot more in the way of secrets to discover yet and despite the Japanese doing their hardest, the game still has many hidden aspects not yet revealed! We aren't going to spoil everything in this feature, but we do show off a lot more of the game following last month's basic play guide (and if you don't have that, shame on you! Get a back issue NOW).

Having spent many, many hours playing the title now, we're finally able to tell you guys exactly what the game offers over and above **Fighting Vipers** and **Virtua Fighter 2**. We're also able to conduct a comparison with **VF3**, from where a lot of the **VF** character draw their techniques.

MEGAMIX: A CUT-DOWN VF3?

The big question at the moment is, just how much does AM2 give away with **Fighters MegaMix**? Is the game really as close to **VF3** as everyone is making out? In our last issue, we said that around 90% to 80% of the **VF3** moves have been lacked out and we pretty much stand by that assessment.

However, after a return trip to the arcade, we can report that the actual game play in **MegaMix** is a lot, lot different. If you're hoping to use **MegaMix** to "train" for **VF3**, there's some good news and bad news. First the good: yes, the moves are exactly the same and this will prepare you well. The bad news is that any in-depth experience you build up in terms of combinations and what how you won't really help at all.

The system for flooring combos in **VF3** is entirely different - not least because of the different level of terrain on each of the stages. Also, some

moves in **MegaMix** will beat your opponent (allowing you to score extra hits) whilst others won't. The system employed for attacking on the ground is entirely different too. The dodging with the escape button is a different kettle of fish as well. Can you see where we're headed here?

The bottom line is this. **MegaMix** has **VF3** moves, but in terms of actual game play, the title is more like **Fighting Vipers**. Yes, even when you switch to **VF** mode! **VF** has always been tactically flawless, specialising more on precision control than the intentionally more arcadey **Fighting Vipers**, and in short the tactics used in **VF3** are pretty much totally new. So that's that sorted out then.

FIGHTERS MEGAMIX



Truly this is a MegaMix. Of **VF** and **VF3** for sure. And some weird stuff too.



Mira stomps into secret character **Reinhardt** with the power of his double shoulder charge! Depending on the costume chosen, Reinhardt either has a **VF** or **VF3** shirt on underneath!

Continues!



One of the most impressive features about Fighters Megamix is undoubtedly its lively fighting effects. Particularly so the stages pictured around this caption.



PAL CONVERSION UPDATE

As we write, Sega are embarking on converting across fighters Megamix to the PAL Saturn system. We can guarantee a full-screen, full-speed display and the conversion should be as flawless as Virtua Fighter's was. Very good news indeed, then.

Sega of America have demanded some cuts from their version of Fighters Megamix and in the past Toru has had to put up with a conversion of the US game. Not so with Megamix, which will feature EVERYTHING that the Japanese version of the game had along with various gameplay tweaks designed to get the most out of the game. For one thing it should be tougher than the Japanese game. More good news eh!



PAL Fighters Megamix will be reviewed soon.

Just has some of Jet's reversals from VS.



Babe is hardly the powerhouse he was in Fighting Nerves (although he's doing fine here against Mulder). That's why the Dr. Babe secret character is so important.



Some basic versus boss action as Thorl effortlessly resumes a middle strike from Bob.



TEN HIDDEN FIGHTERS

As we gave away in the last episode from SEGA SATURN MAGAZINE, extra characters are added to your fighting roster by completing the various permutations of the one-player mode. In all there are also different courses of different fighters... complete them all and the hidden fighters are yours.

SECRET CHARACTER #1: JARET MARSHALL

The new heroine from Virtua Cop 2 is added to your saved position by completing the All Girls round of MegaMix. Full details on what she can do were in the last issue. Since then a couple more new moves have come to light. Fix three shots quickly in a row and you get the helper from Virtua Cop 2 shout "reload!" and you get to see Jaret put her arena in her gun. Also try out O-O-O-O P+G as a throw in-twirl year for around. Follow up with P+G for a stunning throw combo!



SECRET CHARACTER #2: KIDS AKIRA

You get the Virtua Fighter Kid's rendition of VF's most powerful player just by completing the Virtua Fighter round on the one-player mode. Just the same as normal Akira but with shorter arms and legs.



SECRET CHARACTER #3: KIDS SARAH

Like Kids Akira, you get Sarah in her Kid form by completing the VF round. She suffers from the same arm/leg problem as Akira. Oddly enough, her stage is a revised version of Sarah's stage from VF2.



SECRET CHARACTER #4: NEW GARDY

Complete the rookie round for this new version of Gurdy (just press X as Candy on the character select screen). There are two different versions of the entrance to get through...



SECRET CHARACTER #5: BEAN

Curious as to why AM2 did not include Bean from the blue-holographic music fighting title in MegaMix? It's simple. Sonic is a creation of the Sonic team, where as Bean and Bark were two new characters designed by AM2. That's why they're here. Bean is bomb-tobling character from Sonic the Fighters and has many different incendiary-throwing techniques. Try O2, O2, O2PPP and O2PPP. By using the dash technique. It's also possible to see Bean run up the walls on the panel built of the Sonic Fighters in MegaMix head backgrounds based around Sonic the Fighters too. Cool eh?



SECRET CHARACTER #6: BARK

One of AM2's lesser known arcade hits is Sonic The Fighters, which although immensely playable and most enjoyable indeed, didn't receive that much of an outing in UK arcades. Bark is one of the fighters that AM2 commissioned especially for the game, adding their own characters to the cast created by the Sonic Team. What is strange is that Bark has several throws that only work when his opponent is one of the VF Kids or a fellow Sonic Fighter. Try O-O-P+G, O-O-P+G, O-O-P+G, and O-O-P+G. There's also an alternate costume Bark, which is pictured below. His usual Sonic The Fighters look is replaced with a Santa Claus costume!



SECRET CHARACTER #7: BENTAZERO

Not exactly one of AM2's finest hours, Bentazero was a role-playing game released on the Megadrive in Japan a few years ago. A Blake with a robo-suit, essentially Bentazero is powered by batteries (shown above the energy bar) which wear out over time. When they're gone, the armour vanishes in a flash for a V!F game. Bentazero actually has a fixed-style move set (located in the usual Capcom Sub-Lo) which inflicts huge amounts of damage. Also notable is the fact that after his armour's power is depleted, Bentazero reveals that he's wearing a Fighting Vipers or Virtua Fighter 3 shield!



SECRET CHARACTER #3: URA RAH

Get this derby fighter by defeating the Fighting Vipers round of the game. Ura Rah is essentially a super-powered version of the regular Babe, equipped with a few new moves. In essence, he has the power of a Virtua Fighter combined with the speed of a Fighting Viper. We reckon that basically he's a tweaked up version of Babe who can actually give Akira some competition. Another notable aspect of Ura Rah is his background, it's all new and set outside the confines of Armstone City out in the westlands.



SECRET CHARACTER #9: BEKU

Here's a completely new AM2 creation, designed especially for Fighters MegaMix. Beku is essentially just an enormous great bean with a funny face and a nice hat. He doesn't actually have a huge repertoire of techniques as such, he's just a bit of a coolly character along the lines of Kusanochin in Fighting Vipers. Only with less moves.



SECRET CHARACTER #10: SIBA

When the original Virtua Fighter 3 first went out on the arcade exhibition circuit, one of the fighters contained therein was Siba (although it was spelled differently). This secret character in MegaMix looks like him but plays nothing like him (which may explain the name change). In command of an enormous sword, Siba doesn't actually have that many techniques, it's just that a few of them use his sword and it's impossible to guard against these attacks. You get plenty of warning though and characters with reversals can counter these moves. Siba has a floating strike that sends an opponent flying into the air, leaving them helpless for a sword strike. This combination attack drains around 65% of the energy bar! Also, look at Siba's background... Virtua Fighter 3 players should recognise it as the Desert stage (with some minor compromises) and you even get the appropriate V!F music here too! Amagat!



SECRET CHARACTER #11

The last course in the one-player mode throws the majority of the babies (characters) at you, and the price for completing this part of the game is a condition of the Hovest race car from Daytona USA! Its wheels replace Embo and moves are limited. At least you think they are. With the full bodywork on, there are only a few moves to appreciate, but press C/R/T and the armour is thrown off, revealing the chassis of the car. In this guise, Hovest has all of the techniques of Babe!





AM2 INTERVIEWED!

Despite being extremely busy creating *Fighters Megami* across from the PAL version into our lovely PAL systems, AM2 took time out from the work to answer a few burning questions revealed at them by SEGA SATURN MAGAZINE's Japan Editor, Warren Hamod. Read on...

AM2 How did you come up with the concept for *Fighters Megami*?

AM2 Towards the end of the year we always think about having a better game for all the users who support the Sega Saturn. After various considerations we came up with "Fighters Megami" however, there was a time, when we first began development, when we even called the game "Fighting Frenzy"

AM2 What were your main objectives with this game?

AM2 What we wanted for the game was to create the full tier of 32 characters appearing in a fighting game. Not just Virtua Fighter 2 or Fighting Vipers but a completely new fighting game.

AM2 Development seems to have been extremely tight. In order to get all the bits and pieces done in one go, what difficulties were there?

AM2 To be the truth, the work of putting the Virtua Fighter 2 and Fighting Vipers characters in the same 'ring' wasn't that difficult.

AM2 Keeping in mind the short development schedule, is there anything you would have liked to have included in the finished *Megami* but weren't able to? **AM2** As planners, programmers and designers there were certain things that even though we wanted to do it we weren't able to do, but nothing we could explain about.

AM2 It was said that during development of VFs it was difficult to integrate all the latest different technologies. Seeing this is said how did you achieve *Fighters Megami*, which has all the weapons from VFs, Vipers and some Wy techniques?

AM2 There is a limit to the memory capacity but, in this game as many new weapons as possible were put in so the motion capture construction was regarded as important. In addition, compression technology has advanced. This alone was the main factor in being able to successfully include so many techniques.

AM2 Despite the similarities, VFs and *Fighting Vipers* are very different in play. How was your able to get the gameplay between right?

AM2 With regards to the game because we realized these good parts possessed by both of them.

AM2 How many VFs are combinations you included in *Megami*?

AM2 About 1/3 of the main series of Virtua Fighter 3 is there. If you talk about the characters from all of the Virtua Fighter 3 characters can be called Virtua Fighter 3, however, that doesn't mean that all of the VFs techniques can be used.

AM2 How many have been considered for the Vipers. How did you pick, what it (because) would not include, over to *Megami*?

AM2 By keeping true to our own images of the characters, we distributed the tech figures and fitting to each character.

AM2 How did you decide which characters to include?

AM2 All the *Megami* developers concerned discussed this matter together and then decided. The focus was on AM2.

AM2 Were there any secret characters you would have liked to include but weren't able to include?

AM2 Not especially. We put all the included characters in the option screen, hidden beneath the 7.

AM2 How have you changed the audio side of things in *Megami*? Can we request more music technology?

AM2 All the sound for the opening music, ending and hidden characters is now differing. If we don't know if they will be included in the foreign version, so please look forward to that. Also, in this game there are 30 items included as you could say it was the best AM2 game release.

AM2 How did the support of Japanese magazines see your event proceed?

AM2 This was a unique project for us as for the time being we are proud to have just finished it. In addition we are proud to have created this new offering for the user.

MORE HIDDEN CHARACTERS?

After playing for a long while (details of exactly what to do will be forthcoming in an issue closer to the game's UK release), TWO MORE characters actually become available. In actual fact, they are just different costumes for Kuonchan. The two different costumes take the form of a huge joint of comedy meat with hands and feet, as well as a polygonized version of the palm tree which makes up part of the AM2 logo!



OPTIONS PLUS

Since the days of Virtua Fighter 2, AM2 have given us a hidden options screen to find. So it is with *Fighters Megami*. We can't really reveal too much to show what options are available on this screen. It's the usual stuff, no damage for both players, wireless level selects for the different modes. I think you get the idea. And if you don't, well, the accompanying screenshot should help. A bit.



THE BOOK KEEP SCREEN

On the Options Screen, there's a special Book Keep area. On an arcade machine, the Book Keep section logs all activity on the game (although you need the arcade owner's key to access it) and AM2 have recently added this to their home conversions. Here you can pick up some pretty amusing stats. Which also unlock some other secrets.



Some more action shots. Perfect combos (if any address we required) that *Fighters Megami* is indeed a crazy action number of approximated proportions.

PATIENCE, YOUNG JEDI

The Japanese have just found this hidden card game in *Fighters Megami*, which is extremely well received. It's kind of like the match-the-coin Princess game in Christmas NIGHTS but for every matching pair you get a new piece of AM2 art to look at!



MORE VF3 STUFF HIDDEN!

All of the Virtua Fighters seem to have most of their techniques from VF3, including some that aren't on the moves list on training mode. Specifically these are moves where the Vipers use the walls, just by all of their throws over a wall and at least one should be different.



Bikeman. There's still no word on an official UK release for Fighters Megamix, although with Xbox TT lead up to the top Enter line game, we wouldn't expect to see it until about May time. Right. And double yep.

THE AFTERBURNER PLANE!

Remember Afterburner? Well, it's on the Saturn Sega Ages pack for one thing. Still, the F-14 featured makes a fly-by in Fighters Megamix, kind of like the plane on Itadaki's stage but going in the other direction. But it only happens on one particular level and you need to enter a simple code. Other stages have various secret bits and bobs too. They're not really spectacular but cool if you can find them.

**HIDDEN AM2 ARTWORK!**

If you own a PC with a CD-ROM drive you might be intrigued to learn that AM2 have hidden some special artwork on the production Megamix CD. The Saturn won't have the same format CD as the PC so you can read this artwork off and use it as wallpaper on Windows. The file is DMAME_...LZH and you need a program called LZH to decompress it. Here's some of what you get!

1. TASTE OF HONEY

Awesome Candy/Honey render as used gratuitously in last month's 1997 Start's With A Bang feature!

2. CANDY AT THE DISCO

Another render we used in last month's issue. This shows the street costume version of Candy Coat.

3. JANET MARSHALL

Janet "Hulkapop" Marshall from Virtua Cop 2 is shown leaning against a wall with her Virtua Gun.

4. POSTCARD FROM ARAMSTONE CITY

As you might have guessed, this is actually a postcard from the city venue of Fighting Vipers!

5. SUMADASHI BLUEPRINT

How you can see how the comely character from Fighting Vipers is constructed in polygon form.

6. PANTONE CHART

The colours of the Fighting Vipers' costumes is shown on this piece of modern art. A reference table really.



Marvel Mayhem!

The most popular comics characters are hitting Sega Saturn in a double whammy of Capcom fighting game excitement! Two of the most eagerly awaited games of this year are *Marvel Super Heroes* and *X-Men Versus Street Fighter*. We take a look at the arcade games which the Saturn looks set to duplicate and check out the origins of these excellent characters.

Aside from Batman and Superman, who are owned by DC, the world's most recognizable superhero comic creations all come from Marvel Comics. Although comic sales are continuing to decline, comics characters themselves go from strength to strength, making the leap from printed page to screen in the form of videogames and of course, movies (except Fantastic Four and X-Men movie pictures this year in addition to the much vaunted Batman and Robin and a new Superman flick).

Marvel games licenses abound - we already have X-Men: Children of the Atom and *Marvel Super Heroes* and X-Men Versus Street Fighter are on the

way! When you think about it, comic characters are perfect for games - their strengths as personalities have been built up over decades, everyone knows who they are and what they can do and their various super-powers make for brilliant videogames.

The only thing that does upset me a bit is that the characters are forced into game genres as opposed to having the game built around the character. Although characterization is good in the Capcom fighting games, there's only a faint resemblance in their activities compared to what they get up to in the comics. Still, if the game's really good (and all Capcom's Marvel games have been), you can't complain.

MARVEL SUPER HEROES

Capcom's follow-up to the unforgettable X-Men: Children of the Atom is a *Jesus* come true for most Marvel fans. What if Capcom ditched the lesser known characters from their last Marvel game and introduced some of the heavy hitters from the rest of the Marvel Universe?

That's exactly what they've done with *MSH* which features Spider-Man, Hulk, Captain America and Iron Man in addition to X-Men Wolverine and Pyrodes. Super villain presence comes in the form of Hognonnet, Magneto plus obscure characters Ultron, Genos and Blackheart. You get some awesome bosses in the form of Doctor Doom and Thanos.

Very loosely based on the Infinity Gauntlet series of comics, *Marvel Super Heroes* also features power-up Infinity Gems which boost their respective powers. This is classic Capcom stuff, with the X-Men engine being honed to its heights with some excellent characters and a better version of the Create-A-Combo system used in *Children of the Atom*.

The Saturn version should be available in Japan between March and May and SEGA SATURN MAGAZINE suspects that we'll get a UK release sometime in the summer. Let's hope Capcom can better the awful PAL conversion of X-Men... Well, they couldn't do any worse.



Wolverine has been defeated by Doctor Doom's lab. Capcom have now included Doom's assistant servants, one of his robot replicas and even his faithful Labrador, Bandi.



For Marvel Super Heroes, Geacca used their own distinctive art style for the graphics, but not forgetting the essence of the character. The Spider-Man collaboration (right) shows the character's respective style perfectly!

ESSENTIAL MARVEL MOMENTS #1: AMAZING SPIDER-MAN #1 to #38

The acclaimed run of comics by Stan Lee and Steve Ditko - the guys who created of Spidey. A revelation in comics as bookish Peter Parker gets bitten by a radioactive spider. The power goes to his head, leading to the biggest mistake of his life - letting a burglar get away, a burglar who later kills his beloved Uncle Ben. Stricken with remorse, Parker enters the field of crime-fighting, learning that with great power there must also come great responsibility. These early issues are awesome - brilliantly original bad guys, plus genuine human interest as Peter Parker tackles adolescent problems just as taxing as dangerous super villains! Obviously the price of these issues makes collecting the originals a fantasy, but the best reprints are the hardcover Marvel Masterworks (very hard to find) or the recently released Essential Spider-Man (cheap, but black and white and only prints issues #1 to #30)



The success of Amazing Fantasy #15 led to Spider-Man getting his own series in 1962. The rest, as they say, is history...



Spider's will to succeed despite the odds, with his Aunt's ID in the balance, makes this scene from ASM #33 a comic classic.



Stan Lee's wispy dialogue combined with Steve Ditko's art and sense of pace made Spider's super-battles amazing and exciting.

COMICS THROUGH THE AGES

THE GOLDEN AGE
The Golden Age of Comics began in 1938 when Jerry Siegel and Joe Shuster invented Superman in Action Comics #1. The name "Superman" gave birth to the phrase "super hero". DC followed up the success of Superman with Batman in 1939 in Detective Comics #1. Nine Mast editions of these comics are worth a total \$25,000 and \$45,000 respectively. Each. During this age, Marvel Comics (known as Atlas Comics at the time) introduced readers to the Human Torch and the Sub-Mariner.



MARVEL COMICS



THE SILVER AGE
Again, DC take honours for ushering in a new phase of comics, thought to have began with Showcase #4 (worth about \$10,000), which debuted a new version of The Flash. However, the Silver Age really belongs to Marvel Comics, who in the early



A MIS-MATCHED BATTLE?

You might think that the Street Fighters would be pretty out-matched by the super-powered X-Men. And you'd be right. That being the case, Capcom have beefed up the capabilities of their heroes quite a bit. Ryu's Super Flash looks just as impressive as Cyclops' optic blast and Dhabin launches a variable yaga inferno instead of his usual tiny gobs of flame! What is most impressive about this game is that the whole concept is based around team-work, which after all is also the basis for what the X-Men are about. Capcom have also been a bit clever in their choice of X-personages this time around too, opting to include the very popular Rogue and Gambit plus one of the most interesting Marvel super-villains in the form of Sabretooth (preach advised from X-Men Children of the Atom). Comics crossovers between the characters of different companies are very much in vogue at the moment so it was the obvious step to bring

the X-Men and Street Fighters together in a videogame, especially seeing as though the Capcom characters are now established comic creations too. This has resulted in a lack of attention to detail [something X-Men CGA certainly didn't lack], but the resulting game is still pretty ace and will be a vibrant Saturn release.



X-MEN VERSUS STREET FIGHTER

The huge sprites and sheer amount of them on screen at any one time makes X-Men Versus Street Fighter possible only on Sega Saturn. Capcom have announced that this game will appear ONLY on the Saturn with no PlayStation version at all (like X-Men).

The premise of this game is original mutant super villain



Apocalypse has abducted both X-Men and Street Fighters meaning that the two rosters of fighters team up for one mighty rumble! All of the X-Men heroes from Children of the Atom return (Bar Colossus, Pyrolocke and Iceman), their ranks supplemented by the inclusion of Rogue and Gambit. Sabretooth also turns up to help out the villains. Street Fighters Ryu, Ken, Mi Boxer, Chun-Li, Cammy, Dhalsim, Charlie, Akuma and Zangief are Capcom's chosen SF champions. The biggest innovation about this game is the fact that you can choose any two characters and switch between them at will! Team Supers bring both characters on-screen pulling off their super moves together in an awesome display of power. There are also Team Counters, where one fighter guards and the other jumps on to attack. This team stuff means that Capcom are going to need to contain twice as much data in memory as in previous coin-op conversions. We can only think that the game will come with a memory cart or something in order to preserve the graphics.



Capcom really hammer home the comics connection in X-Men Versus Street Fighter with these excellent panel style art.

ESSENTIAL MARVEL MOMENTS #2: JOHN BYRNE'S FANTASTIC FOUR RUN

Stan Lee and Jack Kirby invented the characters, but the FF were never greater than in John Byrne's run (issues 18-39 to Wagg 184). Despite being over a decade old, issues shouldn't cost more than a quid or so each. Also look out for *The Trial of Galactus* book, which features the FF at their best along with the most brilliant members of their supporting cast - Silver Surfer, Doctor Doom and devisor of planets, Galactus! Quite frankly, Byrne was the master storyteller and he did both the story and art for *The Fantastic Four* during his run on the book. *Fantastic Four #157* (included in *40th Anniversary Special*) is a particularly good example of his storytelling. It's a story that's a bit of a masterpiece, and it's a story that's a bit of a masterpiece. Instead of Doctor Doom's latest scheme for world domination, his role of his country Latveria, and of course, his plan for the utter destruction of the FF.



Byrne covered just about all the Fantastic Four's villains during his run, with particularly memorable moments from Doctor Doom.



Fantastic Four #157 didn't have the FF in it, concentrating instead on a day in the life of Doctor Doom. And it was Byrne's best issue!



Mr Fantastic, Reed Richards, comes a shattering by saving the life of Galactus in Byrne's best storyline, 'The Trial of Galactus'.



Byrne created incredible characters beginning with the Fantastic Four and followed up with the likes of Spider-Man, The Incredible Hulk, the Avengers, the X-Men, Daredevil and Iron Man. Marvel's Stan Lee, Jack Kirby and Steve Ditko are credited for creating dynamic story-telling, more of a human angle and placing all of their characters in a single world (over a universe).

ESSENTIAL MARVEL MOMENTS #3 MILLER'S DAREDEVIL

The man who did *The Dark Knight Returns* for DC also produced equally stunning work for Marvel at much the same time. Frank Miller's *Daredevil* (1963-1966 and 1968 to 1970) was as much a milestone as *Dark Knight* with stunning artwork and consistently brilliant story-telling. It also had probably the best fight scenes in comics at the time with Miller seriously choreographing his characters' actions. Plus, whenever the Punisher turned up you know there'd be some serious shit going down as opposed to his latter day pussy activities. Back issues are very expensive, but softcover paperback reprints are common. Any stories featuring the Punisher or villain Bullseye are highly recommended, but in actuality every issue is a classic. As well as the issues above, check out the Miller-scripted *Man Without Fear* miniseries which only came out a few years ago, but shows that Miller's powers are just as great



Daredevil's top line striking hits at the heads of bullies, is true Marvel style in later years she "got better".



Reporter Ben Urich uncovers DD's real identity, which has since become the Marvel Universe's worst kept secret.



Whenever the Punisher turned up in a Miller *Daredevil* comic, you were guaranteed excitement of the highest order!

THE MODERN AGE
Nobody knows or really cares
whose this began, but sometimes



X-MEN: CHILDREN OF THE ATOM

This game has been out officially since Summer last year and is a Capcom fighting game in a class of its own. In Japan it actually predates Street Fighter Alpha, and to be honest a lot of the problems Capcom solved in later games are evident here. Most noticeably the loading time and the omission of some animation is also evident.

Despite this, X-Men is still a brilliant con-cept conversion, featuring all of the characters, techniques and gameplay of the massively popular arcade game. It seems that the Saturn's 3D power is without limits judging by the sheer amount going on in this game. Try out a Juggernaut vs Sentinel battle and you just won't believe that it's the humble Saturn producing such incredible visuals.

Unfortunately, Capcom have really let the side down with the quality of the PAL conversion. The borders are excessive but worse still the game is a lot slower than the Japanese and American versions. In Street Fighter Alpha there was always the option of increasing the Turbo setting to compensate, but you can't do it here. In another two-finger salute to the European games players Capcom also removed the secret chest to play as the Juggernaut - definitely the best hidden aspect of the Japanese version.

Still, if you have a switch added to your Saturn to switch the machine into NTSC mode you instantly get over the worst of X-Men's shortcomings. In fact, for hardcore gamers getting an NTSC switch added to your Saturn is a very good idea generally. X-Men or not? X-Men.



X-MEN THROUGH TIME

It's clear that Capcom have put a huge amount of research into X-Men: Children of the Atom as any Marvel expert will be able to see. For example, on Wolverine's Savage Land stage there's an abandoned base in one of the fields of garbage scumming... which just happens to be Magneto's old fortress from a near-forgotten studio X-story! The backgrounds in the game pay homage to some of the X-Men's best moments in their 30-year-old history.

You get the modern Japan setting where Wolverine faced off against the Silver Samurai and you even get Mojo-World, the damaged TV-making obsessed dimension presided over by the infamous Mojo. Most recognisable of all is the biographic Danger Room (Cyclops' stage) where the X-Men train their mutant capabilities (and Professor X is in the background too). It seems that the settings have dictated the roster of characters. After all it does seem a bit odd to have the likes of Silver Samurai and Spiral about when there are far more worthy villains in the X-Verse, like Mr. Sinister or Sabretooth. In fact, the entire concept of one-on-one fighting isn't really what the X-Men are about and the thought of Psylocke taking Magneto down means a man is pretty far-fetched. Still, it's only a game eh? And in Children of the Atom's case, a bloody good one which all Saturn owners should really have in their collections.



Saturn 2-Dim was a brilliant game (and never appeared on PlayStation) but suffered in the conversion to the UK PAL format.



ESSENTIAL MARVEL MOMENTS #4 THE GALACTUS TRILOGY

Issues #48 to #50 of the *Fantastic Four* were near-apocalyptic for the Marvel Universe as Galactus and the Silver Surfer team up to lease Earth for dinner. Probably the first plausible "End of the World" story, even the *Fantastic Four*'s powers are as nothing in the face of a truly god-like creature. The greatest part of Jack Kirby and Stan Lee's FF partnership, this story began a true age of excellence for Marvel's premier super-team which lasted a further 30 issues before Kirby quit the company. Until John Byrne burned up *Galactus* went from supreme being in the universe to petty villain, but here in these stories he's really something special - a character beyond mere good or evil. The Silver Surfer became a special, untouchable part of Marvel and Stan Lee wouldn't let any one else write this character for many years, maintaining his unique appeal.



Silver Age *Fantastic Four* at its best in a story that introduced the Silver Surfer.



Jack Kirby's idea was literally to lease the FF off against a creature of infinite god-like power.



In the early 1970s there was a new wave of cosmic energy. The new X-Men relations, what comic writers all chortled and a new, modern wave of beauty and anti-heroes emerged such as Wolverine, Ghost Rider and The Punisher.

THE DECLINE AND RISE?

Comics moved into another age in the mid-eighties with such seminal works as *Batman: The Dark Knight Returns*, *Wolverine* and Frank Miller's acclaimed run on *Daredevil*. This culminated in the so-called "grim and gritty" era, where DC Comics abandoned their entire universe, destroying over 40 years of continuity and starting again in the controversial "Crisis on Infinite Earths" story line. Marvel tried something similar. *Spider-Man* was relaunched disastrously by bringing back a long dead clone and getting rid of Peter Parker, and inventing a new super villain called *Cloaknight* who killed most of the Avengers and the *Fantastic Four*, allowing them to be relaunched in a post-1st universe, believe it or not. However, Marvel have seen the error of their ways and have reinstated Peter Parker, killed the *Spider-Clone* (followed and are working to bring back the real Avengers and *Fantastic Four*).

ESSENTIAL MARVEL MOMENTS #5 CLAREMONT/BYRNE X-MEN RUN

The X-Men are the most popular comics around today, but they'd be nothing without the classic John Byrne/Chris Claremont X-Men run. Issues #81 to #143 are the ones to look for (again reprints are best as back issues get more expensive by the month) and feature some of the best team-based comic activities you're ever likely to read. Claremont's scripting and story ideas were second to none, Byrne's artwork and co-plotting were almost perfect. What's so special about these issues? Well, the Byrne/Claremont era produced some of the most memorable X-storylines ever - the death of Jean Grey as Dark Phoenix in a truly powerful scenario being foremost among them. This was also elevated Wolverine from team-leader status into a truly interesting, more rounded character (probably explained by Byrne's shared Canadian nationality with Wolverine). Again, just great comics.



Byrne's Dark Phoenix saga saw 3-Wise Jean Grey wipe out an entire solar system!



For her crimes, Marvel decided that Jean Grey had to die. But she "got better" later.



Byrne's depiction of Wolverine set him on the road to super stardom.



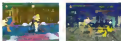
DIE HARD ARCADE

How many consoles can claim to have TWO Die Hard games in their software catalogue? None but our very own Sega Saturn! Haha! And to think you nearly bought a PlayStation.

BY	SEGA
PRICE	£44.99
STYLE	FIGHTING
RELEASE	FEBRUARY



This bonus game, a recreation of an earlier Sega coin-op called *Die Hard*, is available from the title screen. Don't - changing the safe earns you extra credits in the main game.



Die Hard Arcade: It's about fighting, then.

NOW I HAVE THE GUN/AXE/BROOM!

While other fighting games force you to make do with mere hands and feet, *Die Hard Arcade* also lets you attack your foe around with just about anything that comes to hand. Because the building is full of terrorists (the one *Die Hard* movie was a *Die Hard* movie) - some of them mightily heavy-duty - but you can cause damage just as easily with more innocuous items. Witness:



The same 3D engine is used for the cut-scenes too. And see, the main guy isn't trying to talk into a video cassette. It's a mobile.

If there's one thing we won't put up with here at Sega Saturn Magazine it's crime. Bank robberies, cattle-raiding, murdering the sheriff - it's all ahistorical stuff to your right thinking Sega buddies. Unfortunately, we're stuck a bunch of feeble, lazy, self-serving, low life cowards we just can't seem to motivate ourselves to get involved in the never ending battle against day-to-day evil that blights every street corner and common passageway.

Naturally it's a problem that causes us a lot of grief, but, like the rest of Western civilisation, we find we can solve our whining consciences by taking part in imaginary (crime-fighting) *Die Hard* Arcade was the AA's teams' contribution to our peace of mind - a coin-op in which you and a chum played at being members of a SWAT team - on a mission to rid a tall building of sinister terrorists and at the same time save the US President's daughter. Though Dirk featured lashings of entertaining armed and unarmed combat the game wasn't a massive hit in the arcades, but the fact that it ran on Sega's very Saturn (like Titan hardware) has made it a cinch to port it over to our favourite home system.

If you haven't played the Arcade game, then:

arcade hits full of three-dimensional, polygon-powered fight scenes might mislead you into thinking that *Die Hard Arcade* is yet another Virtua Fighter-style beat-'em-up. Not so. *Die Hard Arcade* is a fighting game, but the action is more reminiscent of older games like *Final Fight* or the *Magnificent Streets* of *Rage* series than more recent one-on-one beat-'em-ups.

Enter a scene and you're surrounded by a crowd of bad guys who attack with fists and feet as well as knives, bottles, bricks and rocket launchers. You have to defend yourself in similar fashion, using those hand-to-hand combat skills they taught you in Police Academy (not the movie) as well as whatever dropped weapons come to hand. Even fair-weather fans get to be quite useful - there's not much to beat the thrill of uncking a terrorist right in his low bow with an antique grandfather clock.

As in more complex fighting games, you can inflict heavy damage even when you're not armed by using combinations of sequential button presses and joystick controls. *Die Hard* is off the menu, but it only takes a bit of practice before you can pull off cool wrestling moves such as throws, backdrops, a splat and pinchies. You can even incapacitate a foe with a

What we have here is a **super-slick arcade perfect conversion** severely let down by a **marked lack of lastability**



Full circle. Just the thing when you're feeling best off. *Die Hard*!



Why don't you take a muller hammer? - In the *Die Hard* bar!



Grandfather clock. Demers, not-dems - It's Pughack Time! Bang!



The Broom of Doom. Wipe the floor with the original element!



One knee in the happy seat and that's that.



But? Poor choice! Stomach.



If you can grab a hot guy while you're packing a pistol you can skip the cuffs on 'em.



... Although if you're not quick enough this sometimes result arrive!



In between fights you have to take on these routine tasks. Press the required button in time and...



... Second! Another terrorist who will live out his days eating prison food!



But if you fail to act in time you have to take it out with Sean as normal. Success!

swirl back below the belt, which reduces them to hopping around clutching at their crotch! Most satisfying!

As the heroes rush from floor to floor the fighting action is broken up by reaction testing challenges. Suddenly the action falls away from the team to show something happening ahead of them, a bunch of terrorists emerging from a room perhaps. An instruction appears telling you to "PRESS KICK" and if you comply in time your character charges at the enemies and drop-kicks them to the floor. And you have to stop and fight them hand-to-hand as usual. Other challenges see you dodging a speeding fire truck evading rockets and jumping around elevators travelling up the side of the building.

Though it doesn't have the depth of gameplay of other Saturn fighting games, the *Die Hard Arcade* still slumps up its fair share of entertainment. The action is fast and frantic and there's plenty of variety from some to some, in the enemies, the weapons and the moves. The action is easy to control and the various specials are simple to learn and instantly gratifying, making this a game that's well-suited to players who find the *Verba* fighters of this world too much to handle.

Being a great-perfect recreation of the coin op



does have its downside in the case of *Die Hard Arcade* though. Any moderately skilled player can finish the arcade game in a few credits or less and once defeated it's not a game you would readily come back to, the game is no different the second time through and because there's no save you don't really have any thing to beat. If you're playing a couple of quid for

the experience you're not going to be disappointed, but to shell out big for the luxury of playing *Die Hard Arcade* in your own home... Well I'm not sure that would be such a great idea.

The Saturn version doesn't even have any skill setting options, so there's no chance of increasing the challenge. In fact the only option you have is of making the game easier by playing the Deep Scan bonus game that earns you extra credits!

I don't really like offloading *Die Hard Arcade* because it makes an entertaining change from the usual Saturn fighting games and I did enjoy playing it, in both the single and two-player modes. Having finished it since I probably would play through it once or twice more to make sure I hadn't missed any of the moves, but after that... I Hmmm

PAUL GLANCEY

Die Hard Arcade offers tons of fun and the sheer enjoyment will bring you back - it's just too short from start to finish



Serves up hot lead nuggets, fresh from the Captain's machine gun.



Anti-tank rifle? No tanks around! This is just an effective no human event!



The Rocket Launcher. Not recommended for children under 36 months.



Yet more Rocket Launcher action. Why two play? Because it's so easy.



The climbing bit.



Some other-level bits.

A fun fighting game that's especially suited to novice players, but it's too short-lived for more experienced heat 'em up fans.

graphics	85	overall
sound	80	
playability	87	
lastability	69	
		80%

CRUSADER: NO REMORSE

When this shoot-'em-up adventure was released on the PC last year it garnered much praise from critics and players alike, but how does it measure up on the Saturn? Why are we asking you?

BY	EA
PRICE	£44.99
STYLE	SHOOT 'EM UP
RELEASE	FEBRUARY



Move anything on the screen is destructible. What a mess.

Friends, as we approach the next millennium our civilization stands at a crossroads, and we must choose between two possible futures. In one direction lies the pleasant 'Star Trek' scenario, in which the streets are clean, no-one's short of a five'er and we're all best mates with lumpy-headed aliens. In the other lies the 'depressing science fiction series' scenario, where in big business and corrupt politicians own the entire world, enslaving the populace with secret nuclear additives in the water and crushing any rebellion with the aid of their indestructible Shadow Guards. Unfortunately, the latter scenario is where all the action will be, so it's not surprising that that's the one we chose in *Crusader: No Remorse* is set.

The plot is an intriguing one. You play a Silencer, a cyborg keen in the pay of the oppressive World Economic Consortium. During office hours you and your buddies stomp around in red armour shooting

holes in members of the anti-WEC resistance until one fateful day when your squad is attacked and almost wiped out by a WEC assassin robot. In your cyborg-let you decide to defect to the resistance, but instead of welcoming you with open arms, the rebels turn out to be rather wary of an ex-Silencer trying to be their

pal. However, they are prepared to let you prove your good intentions by sending you on ten tricky missions into WEC territory.

Infiltration is the name of the game. Break into WEC installations and explode masses of corridors, store rooms, control centres and laboratories, searching for the lifts that take you from floor to floor. Your eventual goal is to locate a nerve centre which invariably contains some vital piece of machinery that wants blowing up. Along the way you get to 'pop a cog' in all who cross your path, be they lowly technicians or heavily armed battle robots, then you can root through their pockets for legitimate weapons, ammunition and cash.



The isometric viewpoint *Crusader* uses isn't well-suited to the kind of intense shoot 'em up action that the game is aiming to provide.



ZZT? Electric barriers block the way.



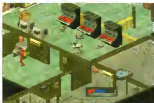
Security robots and teleporting guards! Awww!



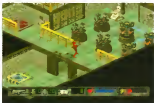
Special Guest Star: ED-209



Activating certain computer consoles give you a security console's eye view of the action elsewhere in the complex. It usually means a door or force field has opened in this area.



From this control screen you can make that security guard do your bidding.



THE HIDDEN REBEL BASE

In between missions you're transported back to the rebel base to be briefed on your next mission. While you're here, though, you can also catch up on your email - always good for a bit of plot exposition, especially the stuff that isn't addressed to you but somehow ends up in your mailbox - and trade in those stolen credits and your unwanted weapons for some upgraded armaments in the gun shop. The briefings are given in FMV windows, but don't expect anything remotely fancy because all you get is an actor in a uniform looking worried. Don't expect Saturn-standard full-screen action either - these are the sort of cinematic movies that need to be the norm in PC games of yesterday.



The graphics may look fine here, but when you see them moving it's hard to believe a Saturn is responsible for such juddery scrolling and wobbly sprites

Like most organisations preoccupied with plans of world domination, these WEC guys are terribly security conscious. Everywhere there are intruder detectors that set off alarms and defense systems that electrify, force fire and locked doors are more of a problem, though and I'd say about 60% of the game is spent fiddling the keypad or the switch or the computer console that unlocks the next door. It's not usually that big a deal, because the switch is almost always in the same room as the door, or, at worst, the room next door. Working out how to open doors is about the only piece of brainwork you need to do throughout this game, so if the scenarios feel you to expect some kind of taxing puzzle element, forget it.

Crusader is supposed to be an out-and-out blast - but it isn't. Hostile forces are generally thin on the ground, the pace of the action is slow and there's rarely a sense of danger or urgency about the proceedings. At most there might be two or three guys in a room and killing them without taking damage yourself is seldom challenging. They move slowly and predictably which makes them easy targets, especially as your weapons target semi-automatically.

The weapons are plentiful and grow more exotic as you progress. You start off with a machine gun but on later levels you can buy or pick up rocket launchers, laser rifles and guns that reduce your foes to piles of ash. You also get special weapons, such as robot spider bombs which you can set to wander into rooms and explode. You'd expect these to 'liven up' the proceedings, but the general effect is spectacular mainly because the graphics used to illustrate the anticipated carnage aren't that spectacular. Also, many of the weapons, especially the specials, are rarely more useful than the basic machine gun. It's quieter and more effective to fire a few rounds at a robot, rather than dropping a land mine and hoping it eventually blunders over it.

If the adventure element in this game was stronger, with proper puzzles that worked along with the plot, I could probably forgive it its shortcomings. It's trying to be a mindless shoot 'em up, though. Crusader No Remorse is in need of a few key ingredients, like decent visuals, some variation in the gameplay, and a dash of excitement.



PAUL GLANCEY

A big but tedious game, which tries to get by on a combination of uninspiring blasting interspersed with very simple door-opening tests.

graphics	6.0	overall	68%
sound	7.8		
playability	6.6		
testability	7.0		

HEXEN

After the hideous debacle that was Doom, GT Interactive are back with the Saturn translation of pseudo-sequel Hexen. And guess what? It's actually really good.

BY	GT INTERACTIVE
PRICE	£44.99
STYLE	DOOM/RPG
RELEASE	MARCH

CHARACTER ACTOR

Three different characters are available to choose at the beginning of the Hexen adventure: Fighter, Mage and Cleric. The game itself doesn't change too much in terms of level layout and vehicles, but each class has its own range of weaponry to collect through the game. As you'd expect, the Mage is best suited to magical attacks (and his base level weapon has a ranged attack to it, which is very helpful for beginners), whilst the Fighter is more powerful and more inclined to bludgeoning his foes to death. As for the Cleric, well, he's somewhere in between.



The fighter's Hammer is a good close range weapon, and charged with more it has excellent long range power too.



Some of the Demon's weaponry can siphon off energy for your own use.



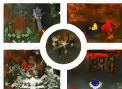
Regular readers of SEGA SATURN MAGAZINE will know that I personally have been extolling the virtues of Laboratory Software's Saturned - a game which features the definitive first person perspective 3D engine for the Sega Saturn. That game remains one of the great without a shadow of a doubt, and in fact it is one of the greatest one-player adventure games money can buy.

A game that I have enjoyed intensely in the past is Raven Software's collaboration with id software, Hexen - id contributed their award winning Doom engine (and provided some excellent enhancements, such as being able to fly and look up and down) whilst Raven have handed in their customary adventure game excellence. On PC, the game was a major, major hit. And deservedly so. What Doom lacked was depth (but made up for it with the multi-player element). Hexen is undoubtedly superior in a

conceptual way, combining the action of Doom with a large (redesigned) adventure. The biggest enhancement, though, is what has been called the "hub" system. Basically, instead of tackling each level in linear fashion (in the style of Doom and Quake), a variety of levels are connected to one main stage (the so-called hub) and revisits to each level are required in order to make your way through. It adds greatly to what is already an impressive game.

The big question though concerns the quality of the 3D. Well, the good news is that Hexen is a huge improvement on Doom. Whereas that game was totally hampered by a crap update and lack of detail (the PC original remains the best version by far), Saturn Hexen succeeds quite admirably in replicating the original game. The visuals are just about identical to the PC game, with only tiny visual aspects of the original lacking. This is a pretty substantial achievement - all of the mixing and low effects are in the game and

No doubt about it, **Doom was a horrible travesty** but GT Interactive have **redeemed themselves** with this great PC conversion!



Here's action at its best - this game really is pretty cool.



In the evenings you can expect fighting fun (some super creatures like this to pop up. Kill them all!



The Ristar is probably the character of choice for those critics.



Close-range combat produces the most gory effects.

look cool. Also, the destructible scenery (such as the stained glass window) is also fully in evidence.

The 3D graphics in these types of games is most important and in this regard, *Heaven* is satisfactory. I'm not going to say that it's anywhere in the same league of smoothness and fluidity as *Duke Nukem* because it isn't. But at least this time the game is actually moving fairly quickly and it's actually playable. It's just a shame that other developers haven't risen to the challenge that *Looney Labs* have issued with the superlative nature of the Saturn engine. Still, at least we have Duke Nukem 3D (again from G2) to look forward to, which should revolutionize the first person perspective genre on the Saturn.

In the meantime though, purchasing *Heaven* looks like being a very promising proposition. Indeed, Developers Plastic have managed to capture just about everything that made the original game so good and that being the case, *Heaven* is a game that's well worth checking out.

RICH LEADBETTER

CONTROL FREAK

Heaven's controls are in actual fact a lot more complicated than *Duke's*... and yet this new game is a lot more controllable. Yes, despite the fact that *Heaven* has more objects to use and more magical bits and pieces you need to manipulate (plus the ability to lock up and down), the game does a pretty wonderful job of giving you control. Typically, holding down a certain button in conjunction with either left or right chooses an item. Or a weapon. Yes unlike *Duke*, *Heaven* actually allows you to move left or right through your weapons selection as opposed to the *FIXATED* button presses required in *Duke*. And if that isn't good enough, there are more control selections too.



The striking effects from the PC version are all in there.



Full-screen mode is cool.



A mouse-pointed stage here.



The option to have the full screen bar on screen is useful.



Magic staff attack!



Beam! Arghhh!



The Mage's weapons are the most powerful.



This eye-lighting weapon is absolutely devastating.

The 3D's a bit jerky but bearable nonetheless, but more importantly, the "flexible" gameplay remains perfectly intact. A creditable conversion.

Graphics	84	overall	88%
Sound	78		
playability	87		
instability	88		

DIE HARD TRILOGY

Fans of the Die Hard movies must surely be on the brink of some kind of bio-electrical head-detention incident this month as TWO new Saturn Die Hard games appear on the shelves. But is EA's Die Hard Trilogy any match for Sega's Die Hard Arcade?

BY	EA
PRICE	£24.95
STYLE	SHOOT 'EM UP
RELEASE	FEBRUARY



GAME ONE: DIE HARD

John McClane is visiting his wife's office block in LA when it's over-run by terrorists! Packing only his own Beretta pistol, McClane heads for the basement car park and sets to the task of wiping out the intruders. The map at the bottom-left of the screen indicates the location of the terrorists and civilian hostages who have to be rescued for extra points. Once all the terrorists are dead, a lift arrives with a bomb aboard and you get 30 seconds to find that lift and deactivate the bomb. That done you take the lift up to the next floor for more creative action. This section is as much about stealthy exploration as it is about shooting bad guys. McClane takes damage easily and you have to work out which rooms and cubby holes contain the extra weapons and armour.

Die Hard Trilogy uses three very different game-styles to represent the action in the three Die Hard movies. Even though all the games are completely different there is one common factor in their gameplay – lots of destructible! Even the driving game, which is devoid of guns, is packed with explosions and mayhem!

There's no denying that Die Hard is one of the best action movies of all time. With its one-man-against-an-army plot, it practically WAS a video game in outline! Even (only with more swearing). Yet, in the nine years since the release of the first movie in the series, no-one has actually been able to produce a bullet-and-blood video game worthy of the Die Hard name.

Suddenly, though, Saturn owning two of the films gave a choice of two first-rate Die Hard games. Sega's best 'em up based on its own arcade game, and this title from Fox Interactive via Electronic Arts, which attempts to capture the thrills and spills of all THREE of the Die Hard movies.

So many thrills! So many spills! How could writer and developer Probe Software pack them all in! What they've done is take sequences from each film and turn them into a trio of separately played, 3D sub-games.

Representing Die Hard (the first movie) we have an arcade adventure in which less John McClane hunts for terrorists in the corridors of the Nakatomi tower in second third-person a Virtual Cop-style target shooting game that takes place in Dulles Airport, Washington, where

Die Hard it was set. Thirdly, there's a full-on car chase through the streets of New York city, which is, in some small way, reminiscent of a few tense scenes from Die Hard With A Vengeance.

I referred to these as 'sub-games', but really that's doing them a disservice. Sub-game is a term that usually describes some entertaining piece of software that's meant to be a five minute diversion from some larger gaming task. The three sections in Die Hard Trilogy are so substantial that they could cut it as standalone titles and pretty good ones too.

The first game is cleverly constructed so that you need to learn the layout of the building and plan your route from power up to power up and from hostage to hostage. Trying to charge straight through a crowd of



GAME TWO: DIE HARDER

McClane is meeting his wife's plane at Washington, but the airport is over-run by terrorists! Whipping out his pistol, McClane once again expends his four-round justice in a Virtual Cop-esque scenario. The screen shows McClane's point of view as he stalks the separate lanes seeking bad guys to blow away, hostages to save and weapons to bag. Though this part of the game doesn't have the smooth flow and crisp graphics of Virtua Cop, it's detailed and thoroughly a time-packed. Gun control is via the joystick (tricky) or if you have a Virtua Gun as compatible you can use that. Cool!



Car parks are reserved for being places where nothing exciting ever happens. Not so in Die Hard Trilogy, game one, though!



Search Central Park and the streets of New York for hidden bombs. The red target shows where they're to be found.

GAME THREE: DIE HARDEST

Of the three games, I found this one was the most impressive. Here we find McClane in New York, playing a game of Simon says with a deranged bomber, the brother of the criminal mastermind he defeated in the first movie. McClane commandeers a taxi with his new pal, Tex (played by Samuel L. Jackson in the movie), and he has to drive it through the city's grid of streets seeking hidden bombs. A direction finder atop the screen shows where the next bomb is and once he's found it, McClane has to race it with his taxi to destroy it. To make things even harder, some bombs are attached to moving cars, and McClane has to engage in car chase excitement and smash it off the road! Remember, too, that there's a timer on each bomb and if McClane fails to destroy it in time a nuclear weapon goes off and New York is obliterated! Once all of the bombs are cleared from the streets, McClane descends into the subway, using his taxi against a truck, and then it's back to the surface, chasing yet more bombs in Central Park!



Three terrific action games for the price of one. One of the best movie-based games ever to hit the Saturn.

graphics	92	overall
sound	73	
playability	90	
durability	92	

91%



More targets, also acquired! It's behind the taxi!



Red power-up on the road - and the red-target bomb!

Die Hard Trilogy really is three distinctly different, high-quality action games in one.

terrorists with only a gem handgun to protect you just doesn't work. If the floor layouts were all the same this would be a tedious task, but they're all so sensibly large and authentic-looking, and just about all of the scenery is satisfyingly destructible.

This part of the game also exhibits an impressive flair of game design: whereby walls become translucent as you approach them, giving an idea of who is lurking behind them. A neat trick, this, which gives you a heightened awareness of your surroundings.

The target-shooting game is more visually impressive, though, with its consistently moving scenery, parading civilians dashing across your line of fire and the rapid camera zoom-ins as you spot targets and take aim. Particularly liked the addition of the 'Merry Shit' weapon: folk caught in a blast run around engulfed in flames, and you can score extra points by, well, putting them out of their misery.

The third game, the driving extravaganza, was my favourite, though. At the wheel of your taxi you have licence to drive as madly as you want, totalling everything else on the road and meekly wiping out pedestrians. The 3D environment here is so convincing as in any of the other games, but because you're moving so much faster it all feels much more exciting.

Die Hard Trilogy really is three distinctly different high-quality action games in one. Often when you see compilations like this there's usually one section that stands out as the one that the programmer thought of first and lavished the most effort on, but all three sections of Die Hard Trilogy have their fair share of thrills, great visuals and clever ideas. The result is an excellent package, which offers an unbeatable amount of 'bang' for your 'buck'.

PAUL GLANCEY 

GRID RUN

All right, smart guy, so it's not a very imaginative title. But if you were programming a game in which the players had to run around grids, what would you call it?

UP	VIRGIN
PRICE	£34.99
STYLE	RUNNING ABOUT
RELEASE	FEBRUARY



Two player mode is active. The split-screen scrolling works very ably indeed. Well done, you programming jokers!



Here's Axel, here of Grid Run, with the 'female computer' whose name we forget. If Axel ever wants to see her again he's going to have to prove himself the master of 'Grid Running'.



FLAG DUELLING

If Grid Run is a computer opponent get too predictable for you, you can always try facing off against a human opponent. The screen is split horizontally to show the flag-grabbing doings of the two protagonists during all two-player rounds. The gameplay is pretty much the same as it is in single player mode, except that this time you seem to get more spiky protocto-balls. In fact, playing against another person doesn't feel much different to playing against one of the CPU characters, which is probably testament to the quality of Grid Run's artificial intelligence routines.



What games did you buy your Saturn to play? Cool Sega arcade conversions? NIGHTS? Well, whatever it was we bet you didn't buy a Saturn to play a space-age version of Tag, and that's pretty much what you're getting in Grid Run. Could Virgin be taking the 'Old Games Are The Best' tack here? Or is this one of those games that reviewers used to call 'Wildly Simple and Simply Brilliant', as if they'd just thought of that themselves?

The introductory FMV would have you believe that you're a space explorer who has been captured by a sinister alien lady while exploring an abandoned spacecraft. Apparently, your only hope of survival is to take part in a glitzy contest of 'Capture The Flag' against all sorts of oddball alien species.

The contests take place on pathways and islands arranged in grids which are suspended over various unhealthy substances such as boiling lava. Dotted around the grids are flags, and to survive each level you have to claim a quota of flags by touching them. If your opponent reaches his quota before you reach

yours, you lose and it's his to take over you go. Suzzed and you're into the next round. If you survive three rounds you're whisked away to a bonus round, thence onward to another planet and three more levels.

A match is played thus. The competitors start near to each other on the grid and as soon as you're both released you have to rush to claim a flag before your opponent. If he gets to a flag before you do, you're declared 'IT' and a cross appears above your head. As 'IT' you can't capture any more flags, so you have to chase after the other guy and tag him. Then he becomes 'IT' and you get the chance to reclaim all the flags he just claimed. This continues until one of you tags the required number of opponents, and the other is ground into the dust of defeat like a steers-king pong.

But there's more to it than that. As well as the usual genetic sampling and nectar probing, the alien abduction process seems to have included empowerment with magical abilities. There are six special tools you can use to aid your progress, but each of them

There's **no escaping the fact** that, what you're playing here is **Tag with a few extra bits.**



It's Axel versus Kryptos, water-breatht of Apep III!



Thioperis activated! The battle with Batak of Apep begins!



Your opponent has nearly got all the flags!



The arrow indicates where to find your opponent.



For the benefit of beginners, Grid Run has a help mode that tells you what's happening.

Grid Run has been compared to **Hudsonsoft's Bomber Man**, but while the action is more frantic the strategy element doesn't work as well here.

drawn on your magic supply whenever you use them. Your magic recharges slowly but you can boost it by picking up the balls that are bouncing on the pathways.

There are other helpful items on the pathways, teleporters for instance, that you can use to slip from place to place when the other guy is bearing down on you. There are also spinning shields that obliterate obstacles as you run into them.

The hourglasses you pick up during each tournament are turned into seconds should you reach the bonus stage. Every hourglass gives you five more seconds, during which you have to grab as many balls as possible. At the end of the bonus game the balls are added up and each differently coloured ball adds to your abilities in the next tournament. Red balls give you more magic, blue balls provide more speed and green gives greater agility.

All these frilleries, as well as a two-player mode and very good graphics and sound provide adequate jacking up services to an otherwise simplistic game. Now, of itself, simplicity is no crime. Tetris was incredibly simple and everybody liked that. But Grid Run isn't quite in the Tetris Addictiveness League. As a 'party game' Grid Run has been compared to another simple game, Bomber Man (soon to appear on Saturn, incidentally), but while the action is probably more frantic than that of the Hudsonsoft classic, it's not quite as entertaining mainly because there's no escaping the fact that what you're playing here is 'tag with a few extra bits'. With Bomber Man there was a bit of strategy to the gameplay, the strategic elements in Grid Run don't seem to gel somehow. And it was much more satisfying to blast your opponent to smithereens than it is to simply keep part of his way and collect flags.

Oh, this isn't a bad game, though. It's kind of fun and it's done with a flourish that would I buy it in preference to a cool Sega arcade conversion or NIGHTS? Nah. Don't think so.

PAUL GLANCEY



CPU opponents have their own strengths and weaknesses.

Enemy is oblivious to all spells except the slow-time.



The more hourglasses you collect, the more time you get in the bonus game. Boost your speed, magic and agility by grabbing coloured balls.



SPELL TO GET WELL

The key to success in Grid Run is learning to use your spells successfully. All of them have only a temporary effect, and each uses a different amount of your magic energy.



Speed up - Boosts opponents with your faster speed to long pathways - the extra speed is harder to manage in corners.



Teleport - Drops in a brief transports you to the nearest teleport pad. Extremely handy when the other guy is closing in.



Slow Down - A fuselage of blue pellets seek out your opponent and temporarily slow his pace to a crawl.



Bridge - The only way to cross gaps to unreachable flags, takes a moment to cast, leaving you vulnerable for a short time.



Zip - Disintegrates obstacles such as mines or spiky balls. A barrage of shots keeps your opponent backwards slightly.



Mine - Drop a spiky crystal ball on to block your opponent's path. Counts them down for a moment if they hit it.



It's always hard to rate something objectively, but Grid Run isn't destined to be a classic.

graphics	85	overall	79%
sound	88		
playability	79		
lastability	77		

ANDRETTI RACING

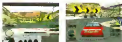
Already released on the PlayStation to a lukewarm response, *Andretti Racing* now makes its Saturn appearance just in time for the start of the motor racing season, though I doubt it was planned to coincide that way.

BY	EA
PRICE	£54.99
STYLE	DRIVERS
RELEASE	OCT. NOW



CLIPPING PROBLEMS?

Well, not really, the headline is there merely to grab your attention. In general the clipping is unnoticeable due to the tight and twisty nature of the circuits. However racing at the oval is quite different with the clipping being very obvious and not to the standards set by Daytona CCE.



I must be said that I am a huge fan of motor racing and likewise of 3-D driving game genre. For me Sega Rally is the ultimate home console driving game untrifled, at least for the time being on any other console. Even now more than a year on from its UK release it is still possibly the game I play the most. The fact that it hasn't been bettered in the last year is in no detriment to other games, but testament to how awesome Rally is. To be honest until we see some sort of 3D accelerator card for the Saturn I really can't see it being beaten. It's that good. As such it is the landmark title which, rightly or wrongly all other driving games are judged by. That brings us back nicely to the matter in hand, EA's *Andretti Racing*.

On paper this looks like a top game, so despite the sniggers around the office I was actually quite looking forward to it. The game itself takes its name from the former Indy Car and Formula One world champion Mike Andretti, whose through his ownership firm has spawned an entire family of racing car drivers. And that just about reaches the limits of my knowledge on the subject. From first glance it would appear that *Andretti Racing* has all the ingredients needed to give Rally a good run for its money with its wealth of options and different game variations.

What makes *Andretti* stand out from other driving games is that it features real racing car drivers racing on real tracks. There are 46 different ones too, meaning that total mastery of each of them will take a very long time indeed. There are two different vehicles to choose from, an Indy Car and a stock car which each have their individual handling characteristics, top speed and gear variations. These can also be customised to your personal taste, allowing you to tamper with the transmission, tyres, aerodynamics and gear ratio. Two gameplay variations have found their way into the game, the exhibition race which is a one



Swerving violently off the road not only loses you places but produces a large puff of smoke too.



During the course of the race you are required at some point to pit for fuel and tires as well as being given the opportunity to adjust the car's aerodynamics. Upon entering the pit lane the CPU takes over and switches to the lively in-car view.

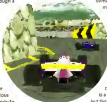


The cars featured in *Andretti Racing* have a realistic look. The amount of detail seen in the likes of Daytona and Rally brings down the overall look of the game. Also take a good look at the clipping as it really is quite bad in the video.

What makes *Andretti Racing* stand out from other driving games is that it features real racing car drivers racing on real tracks.

off practice race and the career option which takes you through all 46 tracks, assigning points in a championship like way. Also available to give you a helping hand is the racing school option which, as it suggests, is a school of racing where you see to it that various racing techniques by nose other than the *Andretti* family themselves through a series of FMV snippets. Once you're racing you'll find that three views have been included, the in-car view, the chase perspective and a slightly further back view, though only the latter two are really playable.

This all sounds pretty impressive but is this the game to topple the mighty *Rally3* in a word "no". *Andretti racing* is a bit of a let down. The loading times are frankly atrocious, taking what seems like an eternity to load from one option screen to the next before finally getting down to any racing action. Though there is a huge amount of tracks available they are all a bit of a concrete fest. Each of the 46 tracks and the track side scenery are in a varying shade of grey making each of them appear dull and indistinguishable from one another. The frame rate is respectable but the game fails to deliver the adrenaline pumping feeling of a speed which is a must for dri-



ving games. The clipping is generally of a good standard with the notable exception of the oval race track which reminds us somewhat of the original *Salem*. Daytona and some glitching occur when racing through the tunnel sections. The crashes are not very spectacular, with the fender bending, damage your car takes mysteriously morphing back to its original shape.

The cars themselves are lacking in detail and bear an uncanny resemblance to those seen in *Time Warner's Virtua Racing* adding somewhat to the overall tatty appearance. A special mention must also go to the RW conversion or lack of it. The game has obvious black borders which squash the picture making the cars look almost flat. Usually this is a trade off for optimising the speed but that hasn't been retained either.

However *Andretti Racing* does remain very playable with the various options and a huge amount of tracks providing a very lengthy challenge but it seems to be a victory for quantity over quality advice if you are after a top racing game it buy *Rally* now or wait and see how the awesome looking *Ilmoré* TT turns out.

LEE MUTTER



The car set-up screens are rendered in high resolution and look very, very nice indeed!



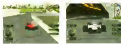
Apparently this version is supposed to be smoother than the PlayStation version, but it's not as smooth as *Rally*.

VIRTA VIEWS

There are three different views to choose from in *Andretti Racing*. There's the in-car perspective which reduces your field of view considerably making it difficult to see corners ahead. The popular chase perspective is in there with the camera just behind the car and the slightly further back than chase perspective which allows you to see much further down the road than the previous two.



A probably life threatening, *Aprita* seems to fly high speed, less crashing but an accident is inevitable.



With a wealth of options there's enough to keep you at it for a long time but it pales in comparison to the awesome *Susa Rally* and *Daytona CGL*.

graphics	80
sound	77
playability	88
stability	86

overall

83%

TILT!

Hitler only had one, but this new three-dimensional pinball game lets you play with FIVE! We wondered, could Virgin's Tilt! be a pinball wizard? Or a "mere bagatelle"? Read on, and these words will reveal the answer.

BY	VIRGIN
PRICE	\$34.99
TYPE	PINBALL
RELEASE	FEBRUARY

Once we were happy to cheat letter 'O's with full stops in the pretense that we were playing Space Invaders. These days, it seems, a video game isn't a video game unless it covers some part of its creation to Silicon Graphics Inc. Rendered letters, rendered characters, rendered you-see-it-



and they'll render it. By way of example, here's Tilt!, a pinball game which has a 3D Silicon Graphics-rendered playtable. In fact those not just one—there are six of 'em!

Now there's not much to say about global: that you probably don't know already. Launch the ball, keep it in play with the flippers that guard the exit hole, and score points by hitting the targets on the table and firing the ball through ramps in the required order.

Unlike some pinball games which are somewhat lacking in variety, Tilt! has been modelled as more recent themed, feature-packed pins, so you get cool on combination shots to master, with all sorts of big point rewards and hidden bonuses to uncover. The tables also have a simulated LED video display at the top, which, as well as showing your score, also displays messages and graphics telling you which shot you have to go for next, or which shot you've just pulled off! On some tables, combinations activate a mini game that you have to play on the video screen using your flipper buttons to control the action. Other tables have a surface-mounted ball shooter in the shape of a revolver or a dragon's head which you can control at certain points in the game.

All sounds pretty authentic, huh? Well, it is, and NMS Software have tried to make Tilt! even more like the real thing by letting you view the action in 3D, as if you were standing in front of the table.

This allows you to see the networks of ramps and underpasses as they would appear in real life and it does make some shots easier for the most part, though it doesn't work that well because some features block your view of the ball. In real life you can move around to change your view of the table, but Tilt! keeps your head locked in one position. The scrolling 3D mode is more than adequate, though, and fortunately it moves fast enough to keep up with the ball—it's very fast indeed.

The speed and feel of the game are beyond reproach. Just about everything you'd expect from a decent pinball is in here, and it plays about as well as you could expect a computer pinball game to play. The six tables are all cleverly designed, and all are proved really addictive. You won't just be jumping from table to table, either. I spent whole sessions on one table, finding the combinations and honing my skills before moving on to the next.

The only thing I really missed in Tilt! was the music. Every pinball table I've ever played has been a riot of awe-powering sounds and crazy sampled vocals, but Tilt!'s are relatively reserved. Some tables don't give you much more than the "ding" of the bumpers. What I want is voices shouting, "Go on de Ferris Wheel co-ell!" and other such stuff.

So, more music in Tilt! 2, please, but until that turns up, I'll just be in the games room.

PAUL SLANCEY

FUN FAIR

Amuse yourself with repeated ramp shots—the Hot Dog Loop and the Right Hand Loop are the profitable ones—then hit the P-U-N drop targets to open the gate to the fair at the centre of the table. The ball lock takes the form of a Ferris Wheel—fill the carriage and prepare for madcap multi-ball action.



THE MONSTER

Collect enough body parts to get the zombie monster off his slab at the top-right of the table! Hit the swampy targets, and the coffin and slay down the gravestones to rack up the points. There's even a 3D sub-game that plays on the video at the top of the table—steer your truck, punt so spooks for a massive bonus!



ROADKING USA

A road trip across the USA - in pinball form! Drive from San Francisco to New York, revving up your engine by hitting bonuses at the top of the table. A ramp shot at the foot of the table puts Smokies on your tail, and once you've collected as many as possible, go for the ramp next-door to lead them on a max-points police pursuit. Drop the ball in A's Auto to activate bonuses.


STAR QUEST 2049

A relatively high-scoring table, this one - on any first go I hit 154,000 points. That's not surprising though, because you get at least a million points just for shooting the ball - the launch ramp takes it straight into a bonus 'airlock'. The big points, and the easy ramp shots make this table ideal for beginners.


MYST AND MAJIK

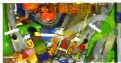
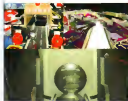
A knight/arrow scenario in which combos send you on quests for treasure, wise dragons and bring an horde of Orcs - nice. Orc attack has started you have to slay them with repeated ramp shots! Another combo sends the ball into the dragon's mouth and you have to aim its head so that it spews the ball at a tricky target. The castle is a good choice: drop the targets that spell SINGE and every bumper you hit earns 1,000,000 points!


GANGSTER

Line up the ball for one of the dozens of skill shots on this table: knock down G, U and W to initiate a bank raid and send the ball up the back of the table to the moonshine still that doubles as a ball lock. There's even a gun on the table that acts as a bonus ball launcher - for special occasions.


GLORIOUS PIN-VISION!

Pull off ornate, high-scoring shots and you get a pleasant 3D animation of the ball rolling into Rottenville. Don't worry, parents, you can turn them off if you want to.



The 3D mode isn't all it's cracked up to be, but this is still a fine pinball game.

Graphics	89	overall
Sound	80	
Playability	90	
Value	90	
		89%

SOVIET STRIKE

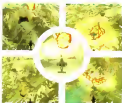
It's been a long time coming but it looks as if the wait has been worth it as EA bring home the premiere 32-bit outing of the fine Strike series, already a big hit on the PlayStation. But how does the Saturn version compare?

BY	EA
RECK	AT&T
STYLE	SHOOT 'EM UP
RELEASE	FEBRUARY



POWER-UPS

As in the previous three Strikes, your Apache helicopter is not invincible. So it becomes essential to collect the various power-ups to assist you in your quest for world peace. There are three different types of power-ups to collect. *Amnesia* helps to restore you back to full health, extra ammo for when you are running low and *Fuel* to keep your bird in the air. Some of these can be seen on the map, others are hidden in buildings. The only way to get them is to destroy the buildings and retrieve the *Secret* treasure.



These shots give you some idea of how spectacular the explosions are and also how close they are to those seen in the PlayStation version. Subverting a couple of your enemy equipped soldiers has a devastating effect but it looks pretty cool, setting the whole scene alight.



ROCKAWAY! Destroy a couple of buildings and watch these buildings burst into life! Now pick through the rubble for goodies



What undoubtedly made the Strike series so great were the cool graphics, simple mission structure, the depth of the gameplay and its sheer usability. To create a worthy successor to this exceptional series on the 32-bit consoles must have been a task and a half for EA. But they appear to have pulled it off, creating a game that will appeal to fans of the prequel and newer alike. And with this being a 32-bit game, EA are able to utilize the power of the Saturn to incorporate new elements into the gameplay and make it visually more appealing.

Soviet Strike is set in the far east Soviet Union where evil sunbings are afoot. A powerful ex-Soviet General known as The Shadowman is attempting to return the newly democratic Russia to its former communist status. It is your task to overthrow this psychopathic mad man, thus averting World War Three and restoring peace and harmony to the land. To aid you in this mammoth task you are fully

equipped with a state of the art Apache helicopter armed to the teeth with an array of weapons. These weapons will appear familiar to veterans of the prequel as they are largely unchanged. But in addition to the machine gun, missiles and rockets EA have thought to include a weapon capable of even more

destruction, *six* winders. These can destroy just about anything the enemy can throw at you but alas you only have eight of them so they ought not to be wasted. You will also find yourself ably assisted by your fellow members of the Strike team who convey information to you via the Strike net, a 3D on-line computer interface which provides you with mission briefings and updates you with sub-missions. These often come in the form of some excellent

Command and Conquer style FMV which plot up the proceedings a fair bit and the acting isn't too bad either.

The graphics have been brought up to date and feature some superb 3D photo-realistic landscapes,



The graphics have been brought up to date and feature some superb 3D photo-realistic landscapes.





(Right) The final mission on the first level requires you to infiltrate the enemy base and blow it to pieces while fending off enemy attacks. All in a day's work for these guys.



ANALOGUE COMPATIBLE

The analogue pad that was made widely available at the same time as NIGHTS is finally being put to use by third party developers so can be seen here in Soviet Strike. It works just as well as the standard pad but truth be known I actually prefer using the 4 pad. At the end of the day it's down to personal preference. But then I prefer the British pads to the Japanese despite popular opinion to the contrary in the office. Strange but true.



The **gameplay is largely unchanged** from its predecessors, with the same **search, destroy and rescue** style of objectives.

detailed enemy drones and some nice explosions too. The standard overhead view featured in the three prequels makes a welcome return along with an all new second viewpoint which rotates the screen around the helicopter. This has the effect of allowing you to target hidden enemies far easier than with the normal view. The frame rate however isn't that great with the game being slightly on the jerky side, a criticism levelled at the PSX version too. Also noteworthy is the fact that no longer do you bump into buildings damaging your health as you simply fly over them.

The gameplay is largely unchanged from the prequels with the same search, destroy and rescue type of objectives spread across the five different levels. The missions are well structured with sub-missions popping up all over the place in a much more random way to what they had done previously. The artificial intelligence of the enemies has been enhanced making them a much more intelligent and tricky opponent to beat. As if this wasn't enough to contend with you also need to find fuel, ammo and armour repair if you are to stand any chance of finishing the game. Many of these are hidden underneath buildings and can only be retrieved by blasting them out! They are reduced to rubble.

But the question you will want answered is how does it match up to the PlayStation version? Well the Saturn version is actually quite a bit better as it has more features and action as well as improved special effects. There are in fact at least 16 new Saturn features which improve upon the shortcomings of the PSX version. (See this month's massive Soviet Strike Showcase for more details.) However I do have some reservations as to the suitability of Soviet Strike as these are only five levels. This means that despite the tough gameplay it only provides a relatively short challenge in comparison to the lengthy challenge offered by its predecessors. But overall Soviet Strike comes across as a very playable and enjoyable game and a worthy addition to the Strike series.



Hidden away in the shade are the US hostages, but we dislike Americans so how 'em then.



Decommissioned and outgassed, the warps (almost) don't spring to mind.



A well aimed shot never crushed to earth only to reveal it has in fact missed all the targets.



There's no more bumping into buildings or bridge systems.

A worthy addition to the Strike series with enhanced gameplay and superior visuals. And it's better than the PlayStation version too, which is always a good thing.

graphics	92	overall
sound	90	
playability	89	
localability	82	
		90%



SEGA SATURN™ tips

Once again SEGA SATURN MAGAZINE returns to the fray with a huge amount of tips, cheats and all manner of levelness. Mostly for NBA Jam Extreme we're afraid. Still, at least you can get to play as Janet and Smarty in Virtua Cop 2, which is a lovely little cheat if ever there was one. If you can match these, send in your letters to: TIPS, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. It all changes next month though when we move to London Docklands... Wnnnn.

VIRTUA COP 2

While you may think that you can only access the three main levels from the stage select screen, you can actually open File 4. Stop the Airship Bomb - the final boss level! To do this, go to the stage select screen as usual, but instead of shooting one of the level boxes, shoot the arrow which comes off the bottom of the stage! Box: Keep shooting it over and over until the timer runs out, and you should begin at the end of the game!



If you're getting bored of playing as Rage all the time in one player mode, there's a cheat to let you choose your character. On the stage select screen, hold down X, Y or Z on the pad while picking your level. X chooses Michael "Rage" Hardy, Y chooses James "Smarty" Coals

and Z chooses Janet "Hubcap" Mashall

An extra Options plus menu can be obtained by simply finishing



the game in any difficulty setting above Easy. On this menu are some question marks which need to be cleared in order to use the options - the best of which is Big Head mode! To turn this option on you need to have played the game a total of 98 times. The easy way to get to this number is to put the

game on Hard setting, with one life and no continues. Just start the game and you should be killed by the first enemy, then choose not to continue. Start the game again, and repeat until the option appears.



BUST-A-MOVE 2

It's a bit late now, we admit, but if you play the game during December, the intro sequence has different music and is all Christmas-like. If you want to get back into the festive spirit, just change the date in your machine to December and start the game up.

SEGA AGES: OUTRUN

To get a secret Gameing option which lets you increase your grip, hold the A+C buttons and go into the options menu. It should be sitting there, waiting for you to fiddle with.

To turn it, the game into an even more accurate arcade conversion, press and hold A+C+Start on controller 2 when the Sega logo appears at the start of the game. Now you can pretend to insert coins by press the L button on controller 1!



Sega Ages recently used straight to another one is the HWY shorts. Good.

DOOM

While the game may be one of the worst on the Saturn, there are bound to be a few of you who were foolish enough to buy the game after looking at the PC screenshots on the box and haven't yet taken it back to the shop. For those of you, here are passwords for all of the levels, including the secret ones. As an added bonus, you'll start almost every level with 200% health, 100% armour, and all of the weapons!

- 1 Nuclear Plant C8jgWDDj3D
- 2 Toxic Refinery H65p3RQJC
- 3 Command Control 49j7DfY0a
- 4 Phobos Lab H3j9rHfHK
- 5 Central Processing 04MSK26z3
- 7 Computer Station H44q2D6G3

- 8 Phobos Anomaly H99qMfMFC
- 9 Devios Anomaly 07fLCKZjRv
- 10 Containment Area HljWDCG08
- 11 Refinery 02QF0W06WY
- 12 Devios Lab Cj9MwWfHK
- 13 Command Centre 08BNFVjy4E
- 14 Halls of the Damned H8BjY8rBD
- 15 Spawning Vats F2Y3jMfMfF
- 16 Hell Cafe 1000yTeh0A
- 17 Hell Keep 0PFC9j377
- 18 Pandemonium HYN25f5GQ
- 19 House of Pain 0V8G82dE1
- 20 Unholy Cathedral HwVj9fR0T
- 21 Mt. Erebus 0WwYf7jy79
- 22 Limbo 0NC18rW64
- 23 Tower of Babel H8WYfQmG5
- 24 Hell Bazaar 0NC18rW64
- 25 Perfect Hated Y8K8588dE1

- 26 Sever the Wicked 048BMjyV53
- 27 Unholy Gail H2jV4N28N
- 28 Undo the Cross 02GFN4Y44
- 29 Twilight Descends H2ZYfMTfMf
- 30 Threshold of Pain 0eHf299j05
- 31 Entry Way H028j632A
- 32 The Castles YQY8ECPCF
- 33 The Castles F88FVfN6V
- 34 The Focus F88FVfN6V
- 35 The Waste Tunnels H8BjY8rBD
- 36 The Crusher 0LjHfHK
- 37 Dead Simple HJL00f0a
- 38 Tricks and Traps YfYWD012a
- 39 The Pit HwM5G23p2
- 40 Refueling Base 0544VfMFC
- 41 G of Destruction H5M8RQ0Yw
- 42 The Factory T4MSK225z
- 43 The Insect Dens HTfLCKZjRv

- 44 Suburbs 02QWCKPFC
- 45 TeleYems Y55Z000B0+
- 46 The Courtland 08BjY8rBD
- 47 The Citadel H8MfVjy0E
- 48 Minota 020j7fHfHrE
- 49 The Catacombs H0DHQj0t8
- 50 Barrels of Fun 0P28fL5GQ
- 51 Bloodfall HfFG9j377
- 52 Abandoned Mines 09Uj9R0F
- 53 Monitor Coda H8BjY8rBD
- 54 Relempstein Denial 0CwH0mG5

SECRET LEVELS

- 55 The Military Base 0P28fL5GQ
- 56 Fortress of Mystery 0V8G82dE1
- 57 The Marshes HwM5G23p2
- 58 The Mansion Y0Wj3QJ05
- 59 Club Doom 0XG4j377

NBA JAM EXTREME

It gets bigger every time! The list of secret characters in each new NBA Jam game has grown again to over 100! Seeing as it's out now, and these hidden players and cheats make the game more enjoyable, here's a complete list.

Small Players with Big Heads

On Big Head Select, press Up, Down, Left, Right, Down Up, then select the Big Feet Mode.

Hold Left or Right when leaving Big Head Select.

Head-in-aide Bonus Game

Hold Up+Extreme on all 4 pads when leaving Team Select.

Marshmallow Treats

Hold Up at end of title sequence, before screen dims.

Random Team Select

On Team Select, press Up+Turbo.

Random Player Select

After Random Team, press Up+Turbo again.

Show fake code message

Hold Start button on Power-up.

These codes must be entered by pressing all the buttons while on the Team Select screen, holding them right through to the Venus screen, then pressing the directions listed.

Shot % Display

Hold Extreme+Shoot, and release on Vs screen.

Infinite Turbo

Hold Turbo, then press Up, Down, Up, Down, and release Turbo.

No Turbo Meter

Hold Turbo+Extreme, then press Up, Down, Up, Down, and release buttons.

Remove Crowd

Hold Extreme+Press Up, and release on Vs screen.

These codes must be entered during the Up+Off sequence, while the referee is walking out to throw the ball up.

Computer Assistance Off

Extreme Turbo Pass, Pass.

Beach Ball Mode

Pass X2 Turbo Extreme Turbo Pass X2

Sooner Ball Mode

Pass X2 Turbo X2 Extreme X3

Quick Hands Mode

Pass X2 Turbo X2 Extreme X3 Pass X3

Max JPI Mode

Pass X2 Extreme Pass X2

Legal Goofing

Extreme X3 Pass Extreme X9

Dead-eye Dick

Turbo X3 Pass Extreme Turbo X3

Super Rainbow Shot

Turbo X3 Pass Pass Turbo X3

Power Pass

Turbo X2 Pass X2 Turbo X2 Pass X2



NBA Jam, this time it's in 3D!

Turbo X2, Pass X2, Turbo X2

Max Speed

Extreme X3 Pass X3

These codes must be entered on the keep record screen when entering your name. As you'll see, the codes are too long to fit in as usual, so you have to enter the first 4 letters, then backspace twice, then put in the next 4 letters, then backspace again. Repeat this until the code is entered and you hear a noise to tell you it's worked, then put in whatever name you want to play with.

Start at Playoffs R, AY OF FS
Start at Finals T, NA LS
Start with a Playoff game won CH EE SF
Start with 3 Playoff games won NO VI CE
45 second Shootout SH OO TD UT
Sound Test KR ZO O

To use the secret character codes select to enter your name. Then put in the initials and dates below. Some characters don't have a code meaning that they are only available once you've selected someone else from their team. Each team has a specially designed kit and court - even the mid-level secret teams!

SCALPRED PASSWORD (Powered-up player)

Owain Skinner DAS Feb 31
Dave Ross DRK June 3
Jeff Peters JDP May 17
Daren Smith DRS April 10
Mike Callahan MWC May 1
The Thriller TWJ Jan 22

SCULPTED (Powered-up player)

Matt Gomas MMG Sept 16
Roy Wilkins RNV Sept 15
Bob Davell BND March 10
James Hobdon JPH April 26
Dean Merrill DSM May 9
Mike Perry MUP May 25

SECRET TEAM

Isabella Periba MAP March 26
Jane Bradley JLB May 23
Jonathan Daniels JND Aug 2
Lee Phung LEE Jan 1
Jason Greenberg JBY April 18
Chris Hawkes COH Feb 21



Looks like this is average game.

ACCLAIM

Wesley DAN Feb 1
Magic Hair SET Dec 8
Samoa SDR April 10
Ali Nikk WVN June 10

ACCLAIM

Mark "Chase" Shaler XTJ May 2
Bob "Striker" Davidson BND Oct 18
Fungous CUN Jan 11
Geoff "Clausie" Higgins GCH April 13
Air Doc SAM Jan 21
Ice Princess MDE Dec 22

CELEBRITY TEAM

Junior Saka JR June 1
John Elway WMY Sept 30
Frank Thomas BFC Dec 6
Maur Albert MRV Dec 31
Nevet Gargich NEV Aug 12
Samoa TWJ June 6

SPECIAL SPORTS TEAM

Cheryl Swoopes SWO Jan 1
Rebecca Lobo LDB July 4
Carol "Blaze" Blazynski BLZ March 1
Bob Lanier LAN May 18
Ali Nikk ARN May 18
George Gervin ICE April 27

MSPT

Stinger SHG Oct 26
Shamrock WSG Aug 26
Diamond Dave DDP June 29
Chris "Trucker" Slatk CHR "Trucker" Slatk Dec 8
Todd "Cowboy" Howlett TWC Oct 3
Richard "Richter" Sarto RTS Feb 25

ROOKIE

Jason Caffey SCT Nov 14
Randolph Childress RCH
Kevin Garnett KGN
Alan Henderson AHN
Antonio McDyess

Shawn Roper

ROOKIE

Laverne Moten REG Jan 17
Cherokee Parks
Byrant Reeves
Joe Smith
Kurt Thomas
Ed O'Bannon

ROOKIE

Jerry Stackhouse MAP Aug 1
Gary Trent
Carlos Williamson
Damon Stoudamire
Rashied Wallace
Antonio McDyess

ALL-STAR EAST

Vin Baker LMH June 28
Trevell Brandon
Patrick Ewing
Penny Hardaway
Grant Hill
Jawan Howard

ALL-STAR EAST

Reggie Miller EST March 14
Alonzo Mourning
Scottie Pippen
Clem Rice
Jawan Howard
Patrick Ewing

ALL-STAR WEST

Clyde Drexler WST July 12
Sean Elliott
Shawn Kemp
Jason Kidd
Karl Malone
John Stockton

ALL-STAR WEST

Dalemba Mubombo BMC April 21
Hakem Oluajohn
Gary Payton
Mitch Richmond
David Robinson
John Stockton

HAPPY TEAM

Prize Ball SBL Feb 2
Mr. Happy MJT March 23
Duffin the Clown GRJ June 19
Three Feet Under TOO April 17
Mr. Unhappy GDM Nov 3
Coohh SLH Jan 26

INVISIBLE TEAM

Who WHO Jan 1
Bounced BCS Jan 7
Monkey Boy FYP Nov 2
Howie BCE July 10
Jam Jung JJJ Dec 19
Huh CHR June 25

TOMB RAIDER GUIDE:

This month sees the second part of our massive Tomb Raider guide which after hours, make that days of strenuous gameplay we are finally pleased to present for your viewing pleasure. It really is quite an amazing game with intricate level design and well thought out puzzles, not to mention Lara in a skimpy vest and hot pants. In fact just watching the scantily clad exploits of Lara Croft is enough to turn any red-blooded male into a hardened games player. It certainly did me anyway. So join me, LEE MUTTER as we journey off to foreign lands and uncover the wonders of Tomb Raider.

It's time for our Tomb Raider coverage begins at the Colosseum. It's time to see in the world's largest arena, you'll have to do up your best looks and get into your sports kit and prepare for the pleasure of a lifetime.



Follow the main path to get to the first rocky ledge.



After climbing the main ramp you can find more to do.



Follow the ledge to the right to retrieve the first rocky leg.



The entrance way to the hole.



Approach the second tunnel.

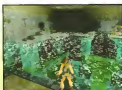


Jump across to the next ledge.



Follow the main path.

PART 2



THE CISTERN

Lower yourself down the hole killing the rat and pushing the block through to the next room enabling you to activate the lever. Kill the rats, collect the medipack behind the door and drop down to the bridge. Jump to the platform on the right and edge along the crack collecting the shotgun ammo along the way until you can pull yourself up to the next platform. Run to the end and find the first rusty key.

Go back along the platform to the save beacon and jump to the balcony on the right. Heal all some unworkable advances from Pierre as you follow the steps and retrieve the ammo and medipacks from the platforms. Drop through the hole in the floor and swim through to the next room and climb out. Follow the steps round to the next rusty key. Kill the rats in the next room and slide down the slope to the main room and use the save beacon. Climb up to the platform facing the two doors on the east wall (use the compass) and open the left hand one with the rusty key. Climb onto the ledge behind the door, scare off Pierre and kill the apes. Jump from one platform to the next until you reach the end where if you're feeling daring you can jump down to the hole in the wall and collect the Magnum. Those of us who do not fancy an ice-cream treat can jump over to the crevice and edge along to the north on the right, killing the alligators and using the save beacon. There is a medipack around the corner but it is guarded by an alligator and a rat. Quite why the alligator does

it's eat the rat is beyond me.

Using the ledges and the crevice on the wall negotiate your way to the door at the top and enter it being careful of the spikes. Drop down into the pit and follow the tunnel to the next room where you can activate the lever at the top which you can reach by going from ledge to ledge. This opens the door at the bottom where you'll find the silver key. Return to the main room via the pool in the middle.

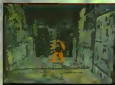
Proceed to the balcony room where you first became acquainted with Pierre and pull the lever flooding the main room. Find the north facing tunnel in the main room and swim through to the next room and activate the previously inaccessible lever near the surface. Climb out and collect the ammo and medipack before diving down to the newly opened gate and collecting the second silver key. Pick up the key and another gate opens which takes you back to the main room.

Swim to the right hand door on the east wall and open using the second rusty key. Swim through to collect a medipack and the gold key. Return to the main room and climb up to the balcony on the north facing wall using the silver key to access the door. Use the ledges to reach the platform above the door and dispense with the ape then use the gold key to access the door. Stay on the platform to kill the luns before going through the door being careful of the darker tiles, some of which collapse. Remove the block at the end of the room next to the lever and throw yourself down the pit.

SECRETS

1. Jump to the balcony from the first save beacon and inside the room you will find on the various ledges and platforms a medipack and some ammo.
2. In the water in the main tunnel there are two doors with a narrow tunnel beside. Swim through it to find some magnum clips.
3. The magnum are in an alcove on the far wall of the room you opened with the first rusty key. Jump down to it from the last ledge and perform standing jumps forward, right, right, right, back and right to reach the secret room.





TOMB OF TIHOCAN

Swim down the tunnel past the first room and round the corner to the lever. Once activated swim back to the room where you can now climb out and activate another lever to open a door. Kill the alligator and use the platforms to reach the lever at the top which floods the room. Collect the medipack at the bottom and climb onto the floating block and make your exit. Swim down towards the grate and pull the lever reversing the current.

Follow the tunnel to the next space, kill the rat and use the ledges to reach the save beacon before taking the door on the left being careful of the axe which you have triggered. Follow the tunnel and grab on to the ledge and edge across until you can pull yourself up and activate the lever. Go back to the axe room and take the other door, spare off items and proceed through the metal gate and swim to the next room. Kill a rat then swim to the next room and kill the lion. Climb onto the block, kill the gorilla then follow the corridor at the end of the room and activate the lever. Climb up to where the gorilla was and jump across the spikes to the crack at the left of the door. Pull yourself up, go into the room and retrieve the medipack and gold key.

Go back to where the lion was and go through the opening in the center of the room, open the door with the gold key and use the blocks to



Another underwater with that French girl. Be careful the enemy below you shoot into him he just doesn't die. Be patient though, he may be confused.



cross the room, retrieve the medipack and use the save beacon. In the next room pull the block onto the tile closest to it, kill the two gorillas and collect the items. Pull it to the west tile, go through into the alcove until the buffers have gone and retrieve the medipack and collect the key. Pull the block to the next tile, kill the rats and get the medipack. Push the block east onto the last tile and kill the gorilla and collect the ammo.

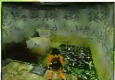
Climb onto the block and go through the metal gate, collect the medipack and the key and exit the way you came in with both keys open the last door then save your game at the save beacon, slide into the water and go to the tile at the



other side, climb out and follow the path east to the next room. Use the sliding rock to cross the water, activate the lever, slide into the water and go down the northern tunnel. From here you can see the Tomb, follow the tunnel underneath and activate the lever to the door then saving your game. Return back to the Tomb and kill the statue with the shotgun, the save beacon will then appear. Go into the tomb and kill Perez at last and loot his body for the focus, a key and his magnifying glass. Climb onto the ledge and follow it to the ammo before using the gold key in the lock. Make your way to the far end of the room and make your exit.



(Left) Jump to the crack to the left of the door to avoid being trapped. (Right) Jump along the ledge to the save.



After flooding the room you should jump back into the water and to the nearby invisible room and retrieve the medipack.

SECRETS

1. Go down the steps past the swinging one and into the room, step on all three tiles to unveil a secret room.
2. From the third save beacon jump onto the right side of the slope and hold the jump button to get to the hidden room avoiding the collapsing floors. Go to the ledge on that lower right side to feeding the mouse.





CITY OF KHAMOON

Lower yourself down and edge along the cornice to the left, go through the door and pull the block down and collect the ammo and medipack. Pull the block to the north ledge over the arch, then jump onto the pillar and up to the south wall killing the parthar. On the archway entrance is a medipack and ammo. Climb onto the ledge overlooking the Sphinx head and dispose of the mummy. Climb onto the ledge near the palm trees, jump over to the pillar and collect the ammo. Climb around to the left side of the Sphinx head and round to the back collecting the Sapphire key and some ammo then saving your game. Pull the block under the Sphinx head and climb over it to open the door with the gold key. Go down the tunnel and onto the ledge, collecting the medipack and killing the parthar before saving your game. Run over way to the room at the end, killing another parthar and dropping to the room on the left killing the alligator. Walk carefully up the ramp triggering the bubbles, jump inside and into the water in the river. Activate the lever at the end of the tunnel, swim through the door and onto the ledge. Go to the ledge near the gate, push the block twice and climb to the save point. Jump to the ledge below the door, follow the steps to the



The room to the left has an enemy gatherer waiting for you.



This level is very sandy based and features lots of tricky puzzles set to maximize loads of those pesky mummies.



Upon entering the Sphinx room it is a good idea to discuss with the money first. Then proceed down and retrieve Sapphire key from behind the Sphinx head before removing the block from between its jaws and going into the room.

tunnel and activate the lever. Return to the save point and pull the block away and then pull it over along the edge of the water. Jump over the block, push it twice, climb up to the ledge and shoot the mummy, enter the room and trigger the switch. Jump down and move the block to reach the golden ledge. Go into the hole above and activate the switch in the next room. Run toward the gang, jump onto the far ledge and retrieve the ammo from the right hand ledge. Slide down and pick up the medipack, go to the



Shoot the apparition that says "Dai'm leggari!" Arnie-style



Although Lara may look as though she is leveling off the ground she is in fact in one of the underwater sections.



A lot of water level puzzles solving has Lara stepped on the stairs by the pool side and orders usually what to do. Sprint and over to the green ledge on the left. Go through the door, get the ammo and jump to the save point. Dispose of the parthars, retrieve the ammo and enter the bit hallways and collect the medipack. Climb along the ledge at the back of the room, to the bridge, follow the path and visit the mummy on the rock. Run up the hill to the next room and get the Sapphire key on top of the pillar. Frooged up the hill, then along the ledges, activate the lever and return to the entrance. Drop down onto the slope and make your exit using the Sapphire key.

SECRETS

1. At the header turn right and go towards the dark hole and climb the ledge to find a hidden room.
2. At the green ledge near the sphinx, turn right and proceed up the slope to the highest ledge to find a secret area.
3. Near the fourth save point run to the middle of the bridge heading to the left and perform a running jump to the secret above in the corner.



THE OBELISK OF KAHMOON

In the hallway jump up the hill and enter the room with four pillars and go to the far block and pull it three times. Push it under the red door, go in the tunnel and kill the panther. Retrieve the medipack and return to the pillar room. Push the far left block once and get in the water. Swim to the second room, collect the ammo, medipack and Sapphire key and return to the pillar room. Enter the door in the

corner with the Sapphire key and climb to the golden door to the save beacon. Priced up the stairs, kill the monkey and go to the left corner of the room to activate the lever. Take the Eye of Hehru, drop to the ledge, pick up the ammo and jump into the water and get the magnifying glass. Swim to the surface and enter the hallway, jump up and across the stone ledges to the save beacon. Get to the highest ledge, run up the stairs, go to the plants on the



The game is getting pretty tough by now as you can probably tell by the recent states beginning to appear on Lara's vest.



This requires precise jumping so you don't fall to your death.

ground and pull the lever. Walk to the left ledge, drop down and pick up the magnifying glass and medipack. Go back to the top of the staircase through the hole then into the alcove. Kill the panther, activate the switch and go through the door collecting more ammo. Go to the main room and up the steps, jump to the ledge on the left and collect more ammo before continuing up to the save point.

Jump to the fenced ledge and collect the Amish at the end of the path. Go back to the ledge, collect the medipack and activate the lever. Go back out and through the door, up the steps and edge along the crevice on the right and drop down to the ledge, walk round and drop down. Go back up the steps and shoot the monkey and activate the switch to lower the bridge. Collect the medipack and go round the corner and pull the lever. Proceed down the stairs past the pillars and jump down to the gang, jump to the ledge on the right and enter the doorway next to the green

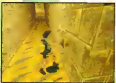


(Saves) Find the lever before trying to pass through the door or you'll just hang your head. (Saves) Move carefully to animals.



ridge. Go up the stairs and edge along to the right of the wall and into the large chamber. Use the ledges to get to the save beacon towards the bottom.

Proceed down the hallway and activate the lever and return to the messy room. Drop down and run past the stairs to the ledge and climb up until Lara is stood on the green platform. Cross the bridge and take the Scarab then jump to the adjacent bridge to discover the Arvadus Seal. Get into the water into the newly opened tunnel collecting the ammo and medipack. Jump to the staircase and drop through the door to return to the Sphinx. Then use the four items to make your exit through the last door.



Use the gold bar in the gold lock to open the gold door.

SECRETS

1. Find the medipack and ammo in the pillars room by running to the end of the ledge and jumping over to the secret stone.
2. After the third bridge has been lowered walk past the pillars and look for the white gang on the end of the ledge. Perform a running jump to the secret gang and find a medipack and ammo.
3. From the top of the pillar above the white gang, jump to the gang and to the ledge below.
4. Go through the doorway at the green ridge, climb the steps and edge along to the right of the ledge and pull yourself up to the ledge above. Jump over to the ledge with a column and go into the tunnel to find a medipack and some ammo.



THE SANCTUARY OF THE SCION

Grab the Magma Cling, run up the sloped ledge the ogremites then collect the ammo. Climb onto the block in the middle of the room and jump to the sliver above. Run forward and turn right, slide down the slope and shoot the mummy. Climb onto the block next to the bright pillar, turn left and climb up the pillar. Jump backwards landing on the highest pillar, then turn around so the wall is to the right. Run forward onto the next pillar, walk forward and grab the device in the wall. Edge to the right and drop down, turn right and climb up the three steps, jump across the pillar to find a ledge, grab the ammo then walk to the end of the ledge. Jump forward three times and activate the switch below before killing the Sphinx. Go up to the left of the switch and jump across to the small ledge, grab the ammo and turn left. Jump to the next ledge and take the staffs. Walk to the edge and jump up to the ledge above. Drop backwards and grab onto the edge, then drop to the ledge below. Turn around and jump to the rocky ledge, drop backwards and grab onto the edge. Drop down over the slope and grab on to the end, now you can fall on the ground to safety. Run between the Sphinx's arms and grab the ammo, go around the Sphinx and climb on to the sloped block to the right then jump across to the opposite block. Jump up and pull yourself up to the ledge. Run forward and jump onto the pillar, turn left and leap across to the higher pillar. Climb up to the ledge and use the save beacon. Run past the sliver and grab the medipack, continue along the path and jump across to the switch. Kill the flying monster, then return to the pillar below the curved platform and climb on top of it. Turn so that Lara's facing the corner of the room and jump over the next pillar onto the slope below and slide down to the Sphinx. Run along the left side of the Sphinx and enter the passage, collect more ammo and



By now you should have obtained plenty of ammo enabling you to go down the unguarded staircase.



Don't be deceived by the tranquil palm tree setting of this level



These structures damage your health as if it were spikes

enter the hallway to the left.

Go over to the slope, turn around and hop back wards to slide down, grab the ledge at the end of the slope and edge left. Drop onto the ledge and collect the ammo. Rise the wall and climb up the ledges to the top, slide down and drop into the water. Swim to the bottom and collect the gold key, swim toward the stairs in the corner and climb up out. Turn left and return to the top of the stairs, slide down the slope facing forwards and jump when Lara reaches the end. Climb the ledge and pull yourself up, turn right and use the gold key to open the door. Kill the centaur and grab the medipack at the first Ankh on the altar and see the save beacon.

Jump off the ledge into the water, go back to the stairs and climb all the way down. Leap into the water and climb up the stairs in the corner, follow the hallway back outside and return to the small ledge next to the bright pillar. Turn left, climb the pillar and jump backwards to land on the highest column. Jump up to the thin ledge, walk forward and collect the magma rings below, leap forward and continue along the sandy ledge. When a wall is reached turn a little to the left and leap onto the ledge. Go to the end of the ridge, jump up to the ledge above, turn left climb up and jump across to the rocky ledge. Follow the path and climb all the way up to find the save beacon.

Run into the hallway, turn right and push the block forward, then run across to the other side. Climb up the block to the ledge above, kill the ogremites, then collect the medipack and a second Ankh. Run back outside, turn right and slide down the slope. Turn left and jump on the Sphinx's back, shoot the mummy then climb up to the top of the head. Use the first of your Ankh's then climb down to the front and use the second Ankh, now save your position.

From the fourth save beacon, climb back to the top Ankh symbol and turn left. Walk across the side of the head until you can go no further. Look down



This battle is hot to foot, in fact she's on fire. Take a break.



Rather than just lay down and die they explode instead

and find the ammo that appears to float in mid-air, jump over to it onto an invisible platform. Walk to the edge and leap across to the cliff ledge, turn around and shoot the two flying demons, then drop to the ground. Enter the door between the Sphinx arms and jump into the water. Grab the ammo under the water, then swim down the right foot of the statue. Enter the tunnel and pull the switch, then surface and climb out. Climb onto the lower pillar, jump across to the second column, turn right and jump to the lowest step. Run up the staircase and slide down into a cave and save your position.

From the fifth save beacon shoot the flying monster then face the stone head on the left and drop down to the ledge. Turn around, leap across to the ledge by the side of the head, drop down to the ledge below then face left and slide down to the bottom, turn and dive into the water. Climb out of the water onto the front of the statue to the right and pull the lever. Dive into the water and swim into the tunnel between the statues feet, climb out of the water at the end, run up the long curving path and take the ammo. Continue on and grab the Scarab on the ladder in the corner to open the gate. Take the medipack and ammo, run down the ramp and climb up through the hole to enter the Scion room and kill that pesky Lancer.

SECRETS

1. Climb back to the top Ankh symbol from the fourth save beacon then turn to the left and walk forward across the side of the head. Jump over to the floating ammo where you'll find an invisible platform enabling you to retrieve the UK.

EXHUMED TIPS

Lobotomy's Exhumed is a hugely underrated first-person perspective shooter that combines traditional corridor blasting action with an adventure based non-linear level structure. It's also loaded with secrets. In fact, the first time you complete the game, your real quest has just begun. Listed here are some tactics, along with the location of all 23 dolls. Remember, don't start looking for the dolls until you have all the artifacts. So, who do we have to thank for these tips? Try DANIEL JEYONS, who originally wrote this very feature for the American mag, MegaFan.

TOMB OF RAMSES

1. JOHN SCHWAB

Blow a hole in the wall as you are riding down the first elevator you come to (facing north) to open a hidden passage. Look for a slightly out of place brick.

2. KEVIN CRUND

Look for a chamber with 4 pillars. Blow open the top of the northwest pillar. Look for a different texture, and bomb-blast up to the doll.



WEAPON #1

MICHELE

Your starter weapon that never runs out. Its ineffective against all but the weakest foes, and should only be used either a) underwater or b) when you've just picked up a purple super-weapon power-up.
BEST VS: PIRANHA



WEAPON #2

PIZZO

The first weapon you find gives an excellent shot to weapon energy ratio, and is good for dealing with one hit enemies like spiders and birds. Unfortunately its potency is ineffective against more than one enemy at a time.
BEST VS: SPIDER, BIRD



WEAPON #3

W-66

The M-66 should be your single weapon. It class a mass of lower enemies in seconds and can vs Arabian Guards, Mummies and even Lion Nitches. Ammo conservation is a problem though.
BEST VS: SPIDER, BIRD, MUTANT WAB, ANUBIS GUARD



WEAPON #4

ANUBI BOMB

On top of its secret finding properties, the Anub Bomb is a powerful long range weapon, provided you can master the art of angled throw. It can also be used underwater, which adds to this weapon's usefulness.
BEST VS: PIRANHA, LAVA BEAST





KARNAK

3. EZRA GRIESBACH

In the obelisk courtyard jump from the water-pool area (at the top) onto the arched entrance away to the area (there are a couple of pits there). This opens a secret door to open part around the corner. Levitate in and get the doll.

4. MARK COATES

Throw a bomb at the rockface ABOVE the waterfall near the exit to Arrax Niles to open a secret area. Once in the area use another bomb to open a vertical passage in the right hand wall.



KARNAK SANCTUARY

5. PAUL LANGRIS

In the swamp trench, on the bridge where there is a full arena and full health you will see a slight indent in the overhang. Blow open a hole in the wall on the OPPOSITE SIDE of the indent (ie. behind it) to reveal the doll.



SOBEK PASS

6. PNT SCHREIBER

Blow open a hole in the pillar you must jump onto to get the key. The hole is on the southern face, about half way down.

7. TOM BRISTENSEN

Near the start of the level there is a small known ledge high on a cliff face. Stand on this ledge and point north. Levitate over to the wall you are facing and blow open a secret chamber west the top of the wall.

If that sounds a bit tough to follow, just look at the picture sequences below and you should easily get the picture.



WEAPON #5

FLAME THROWER

The ultimate close range weapon. The flame thrower stops any enemy in its tracks and keeps three players till death. Good against bosses. Consumes energy through.

BEST VS. MUMMY, SLOW BITCH, KILMAIR GUARD



WEAPON #6

COBRA STAFF

Echard's pocket launcher! Except this one home lol! Unfortunately, the cobra aren't very damaging. It often misses and can hurt you at close range. Still it can be used underwater, so it does have its uses.

BEST VS. SPIDER, VERGANA



WEAPON #7

RING OF BA

A brilliant short range weapon, simply because of its rapid rate of fire and wide spread coverage.

Best saved for enemies when you find yourself outnumbered.

BEST VS. MUTANT WASH, LION BITCH, LAVA BRAST, KILMAIR GUARD



WEAPON #8

MARBLE

Echard's RPG! Keep the button held down to charge a more powerful shot, then let her rip. The marble flies up to four times of electric death, which home in.

BEST VS. MUTANT BIL, LION BITCH, LAVA BRAST, KILMAIR GUARD





PLAYERS GUIDE

SOBEK MOUNTAIN SHRINE

8. JEFF BLAKER

In the outside lava trench with the four floating platforms, levitate underneath the westernmost platform (facing the ladder in the wall) and throw a bomb directly down to blow open a secret passageway.



SET PALACE

10. WILLIAM VALLIERES

Stand below the bridge over the lava river. Blow a hole in an area of the ceiling, levitate out over the lava and bomb boost up. *Simple!*



AMUN MINES

9. SCOTT BRANSTON

In the room where you pick up the Amun Bomb, there is a garish blue texture on the ceiling. Throw a bomb at it and bomb-boost up.



Bomb-boosting is an essential technique, both for destroying enemies and for getting to your inevitable powers.



Look at these pictures. It really is hard to believe that the Saturn is producing these results. But it is! And best of all, the programmers at Ubisoft are recording *Bob Walker 50 to Saturn Report: There is a Call!*

ESSENTIAL TECHNIQUES

There are techniques that will aid you in your quest. Learning these little tactics is absolutely essential to completing the actual game before the quest for the Seven Dolls can begin.

LOOKING

Proper use of the "LOOK" button is absolutely crucial to Eshborn. You should get used to using it for throwing Amun bombs, checking your floating for jumps, checking

your height when negotiating a laser beam field, and just but not least, climbing vertical walls.

SWIMMING

The Snake Palace is one of the toughest levels in the game, but there is a way to make it easier. When swimming, instead of just holding down the jump button, try tapping it rhythmically to swim faster. Also, any damage you take underwater causes all your str-o-

mer as well as your health. Likewise, any health you pick up gives you slightly more air.

BOMB BOOST

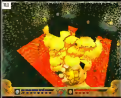
By throwing a fully charged Amun bomb directly at your feet, you will take damage, but also be propelled higher than a standard jump. If you jump up and levitate first (using Horus' Feather) you can go even higher. You have to do this to complete Eshborn Colony.

CLIMBING

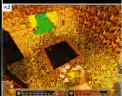
Using the same principle as the Bomb Boost, when levitating in the air move to the nearest wall and push into it. Angle your view diagonally downwards towards the wall, and use either the Cobra Staff or a charged Amun Bomb to propel yourself up the wall. Keep pushing into the walls as you rise and you can scale a vertical wall. A climbing technique, for sure.

SET ARENA**11. ERIC KLONSTAD**

Throw a bomb against either of the two large pillars in the lion pit which have a full health/armor power-up on them. There is a doll at the bottom. Now you're about half-way through the doll collection procedure.

**NILE GORGE****13. RICHARD NICHOLS**

Jump over the level-exit camel (that takes you to the Thoth Treasure Reliquary) and burn the wall. Grab the doll from the upside-down nook. Are Lokelony trying to say something about Mr. Nichols?

**CAVERN OF PERU****12. PAUL SCHREIBER**

Just past the chasm where there are four swags and a wall shooter that blows open a doorway on the opposite side of the chasm, there is a chamber with a bluish treasure on the ceiling in one corner. Blow it open, and the doll should be yours.

**THOTH TREASURE RELIQUARY****14. DAVID LAWSON - 15. JOE KRESLOH**

Throw a bomb on the pedestal where you collect the protective anklets and drop down inside to collect the David Lawson doll. Now turn around and break the opposite wall (with the decorative mural!). Bomb again to reveal another secret area and another doll.



HEKET MARSH

16. PAUL HAUGEBOO

In one of the donut shaped areas (with a fenced grotto at the top of the outside wall) simply bomb-boost up to the top of the pillar to collect another doll.



SELKIS PATH

17. RUDT PFEIFER

As you approach the end of the level and reach the last green platform before the canal area, bomb-boost up to the top of the chamber to locate a secret passage with a doll at the end.



SELKIS BURROW

18. TUDY JACOBSEN

Walk to the exit at the bottom of the spiral staircase where you start. Move turn around and bomb the wall directly behind you, to the right of the grey wall. Hit the switch to lower the highest stair, and blow out the revealed wall. Hit the next switch to lower another stair. Blow out that wall and follow the passage

MAGMA FIELDS

19. DOMINICK MEISSNER

In the large room with the spiral bridge and a full health there is a stalagmite. Bomb the base of the bridge on a certain side of the stalagmite to reveal a passage. Hit the switch and drop down to collect the doll. Don't fumble the ball now - you've almost got all of the dolls and soon the rewards shall be yours. Yay! Yee! Ahahahahahaha!





HORUS PEAK

20. PAUL KRUTZEN

After running across the series of dropping platforms you end up on the first of two floating platforms, jumping toward a levelfall. How an opening in the side of the level fall near the top, and levitate in the long the doll.



CANYONS OF CHAOS

21. JOHN DRESSEN + 22. JOHN YULL

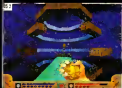
All the start of the stage jump and levitate straight ahead. Follow the path round till you reach an overhang. Squirt under it and as you come out, turn around and bomb the patchy fortress. Enter the passage and follow it till you reach a dead end. Bomb the ceiling to reveal another passage and climb up. Negotiate the inner maze (a bitch) and two dolls are yours.



KILMAAT BOSS STAGE

23. BRIAN McNELLY

There is an invisible walkway directly beneath the walkway leading to King Ramon's body in the the messy incubation chamber. Drop down onto the walkway (tricky), collect the Brian doll then head towards the rings. Use your map to see where the lowest of walkway ends and jump onto the lowest ring. Now bomb (not up two ring levels and jump onto the messy. Takes practice!!



YOUR PRIZE

Complete the game with all 23 dolls and start a new game over your old crew game slot (Don't worry, it's safe). You'll now play in LORD-KINGDOM MODE. You fly everywhere, can breathe underwater and all your guns operate at super speed. Now return to the main title screen for a new option - Death Tank model builders of SIGA SATURN MAGAZINE will remember Liberman talking about this in the interview conducted in issue #14. Yes, they actually included it in the finished Enhanced game! A note of warning though from Dan Jensen, who compiled this game: it's confirmed that Death Tank is in the American version of Enhanced and is probably in the UK version, but we can't be 100% sure. But it should be.

COIN-OPERATED

AM2's latest driving game is soon to hit British arcades, having been a major hit at the recent trade-only ATEI coin-op exhibition in London. SEGA SATURN MAGAZINE checked out this awesome-looking game.

Despite rumours and speculation about the power of real computers' arcade technology, it appears obvious that Sega remains in a league of their own with their latest coin-op board. Model 3. Nintendo and Konami have threatened to steal Sega's thunder with their own technology and yet nothing has happened. (Notice in particular disappearing with Tekken 3 - new here in the same league as Model 3, despite the rumours).

AM2 continues to set the pace with *Scud Race* the second of their Model 3 arcade games after the board's stunning debut in the unforgettable *Virtua Fighter 3*. If the name is unfamiliar, you should be aware that the game's project title was *SuperCar* - a game we reviewed in the introductory... section of SEGA SATURN MAGAZINE a couple of issues ago. Well, the name may have changed but the rest of the facts remain solid. *Scud Race* is the semi-official sequel to the epoch making *Duystars USA*, only it's bigger and

SCUD RACE

better in just about every conceivable way.

The question has to be - what read from AM2 using this spectacular technology? Well, the smart money would have to be on *Virtua Cop 3*. Just imagine what AM2 could achieve with this technology with the shooting genre!

In *Coin Operated*, we usually reserve space for games that are bound to appear on the Sega Saturn at some point in the future. Obviously with a game as advanced as *Scud Race*, we can't be sure seeing as the Model 3 hardware is so monumentally more powerful than the trusty old Saturn. However,

since *Virtua Fighter 3* is seemingly bound to appear on the Saturn using a 3D accelerator of some description, the smart money would be on a *Scud Race* conversion appearing mid way in 1998. Still, this is just conjecture from over-excited members of the SMM team! We've still got Sega Touring Car Championship to look forward to on the Saturn before we hear any talk of *Scud Race* appearing for the home machine. Still... everyone should have a dream eh readers?

FOUR COURSES

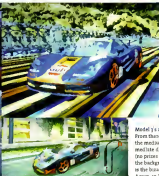
Duystars USA only had three different courses - well that number has been upped in *Scud Race* with four different tracks now on offer. In *Duystars* those tracks were easily remembered as being of easy, medium or hard difficulty. Things are a bit more complicated in *Scud Race* - but not that much. Instead of having just the one easy course, instead there are two shorter courses to choose from.

Dolphin Tunnel is the name of the first beginner course and this is set in daylight. The second track, Twilight Airport, is also set at an easy difficulty level, but is set at night to make things just a tad more difficult (and show off some of the

Model 3's awesome graphical capabilities). From there we move onto the familiar realms of the medium and tough difficulty levels. The intermediate difficulty track is known as Mystery Run (no prizes for guessing what you'll find in some of the background scenery here) and the expert track is the barely mentioned Classic Castle. Again, in keeping with what has been established in *Duystars USA*, the more difficult the track, the longer it is, and conversely, the amount of laps you need to complete is lower.



The graphical effects of the Model 3 board allow for some of the most spectacular background scenery ever seen in a video game ever. And the real cars, like the Dodge Viper, are also real!



All of the cars have amazing, with stunning reflective metal-work. Now or never, does the McLaren F1 look that much better in real life? Well!



SOLE-OPERATORE





AWESOME DETAILS

Take a look at the screenshots to witness the sheer detail on these tracks. If you thought Daytona had a lot to appreciate, you'll really get a kick out of what Model 3 has enabled AMI to achieve. The effects are frankly stunning: look out for the little bits of detail that really give each course character. On one of the tracks, there is even an enormous fish tank with small, individual fish moving around inside!

With the rendering power of Model 3 at AMI's disposal, even the cars themselves look stunning. Zoom in close to the texture mapping and you get no pixelation whatsoever... and just look at how the lights reflect off the bodywork of each of the Supercars. Not only that, but you can see the fully detailed down-brains each of the cars, complete with some decent air intakes depending on what's happening to the car. It's a realisation, mate!

REALISM IS THE KEY

Once again, AMI have triumphed in merging reality with excellent gameplay. *Sega Rally* features a normal mode which is excellent fun to use and features awesome feedback effects in the chair and the steering wheel! However, since the AMI guys have concentrated on real cars, they have made sure that a great sense of realism is inherent in the game. During the test phase, key members of the team (and the four



cars) you get to control in *Sega Rally* in real life! Such painstaking research is probably the key behind the success of previous AMI races such as *Virtua Racing* and *Daytona USA*.

Put simply, the graphical excesses that Model 3 provides, combined with the restriction to detail that AMI are famous for, has created what must be one of the most exciting, playable racing games ever! Truly this game does play as well as it looks. Which is no mean feat.

VR VIEWS

All of AMI's driving games since *Virtua Racing* have featured the ability to choose your viewpoint. *Sega Rally* continues this fine tradition and this facility works in pretty much the same way as *Daytona USA*. The first two perspectives are inside-car views. Like *Daytona*, they consist of either a bumper's eye view (so to speak) or an internal dashboard/steering wheel view. What's pretty cool about the latter is that you can choose a centred-up perspective like *Daytona*, or instead shift to the left behind the wheel, which is how the view would be in real life!

In addition to this in-car action, you also get to choose from two out-of-vehicle perspectives. Like *Daytona*, this centres around a close-up view of your car or instead a swept-back chase helicopter style view situated behind and above your nose.

WHEN'S IT OUT?

Sega Rally has already had a limited release in Japan and is currently on test in one location in the UK, where it became the fastest grossing arcade machine of all-time. After the preview at the ATX Show, we can expect a similar test to occur in the UK before the full on release (which will probably be around March time).

Look out for *Sega Rally* to appear first in the major London arcades such as *SegaWorld* and the *Trocadero*. It will be interesting to see how much the arcades will charge for such a monumentally impressive game.



Some of the world's best production motor vehicles are included for use in the new AMI driving game *Sega Rally*. AMI have done their customary research into the output market, driving the Ferrari F40, McLaren F1, Porsche 911 and

Delphi Viper at special race tracks. They did this in order to make sure that *Sega Rally* captures the raw power of these awesome machines. As you would expect from a real racer from the likes of the masters, *Sega Rally* does not disappoint. AMI have harnessed the power of their own brand and combined it with everything learned from developing classics like *Daytona USA*.



Soad then has recently gone on test in key locations in the United States and Japan (and export it to show up at SegaWorld in the not-so-distant future). At the 85 site, it became the fastest-growing arcade game EVER. Either the game's incredible, or the arcade was changing a fortune to play it. Probably both, actually. Regardless, you know that when a new AMG driver game comes out, it will be business - and with Model 3 power, it's just a revolution!

THE SUPERCARS

SUPERCAR #1: FERRARI F40
When it was first unveiled in 1993, the Ferrari F40 was the fastest street-legal motorcar in the world, being capable of speeds in excess of 200 miles per hour. In fact, the highest speed recorded by this incredible piece of engineering is 201mph. The other really notable thing about the F40 is that only 40 of them were ever made, being as it is, a culmination of 40 years of Ferrari engineering. That being the case, they are extremely valuable. The car has recently been reproduced by the new Ferrari F40, which looks very similar indeed. Although it probably goes even faster.

SUPERCAR #2: DODGE VIPER
What Williams and you'll find that this extremely impressive Supercar is also increasingly popular. Vipers are almost everywhere (in Los Angeles). Capable of speeds around the 115 miles per hour mark, this production car is one awesome piece of kit, looking bloody amazing. The Dodge Viper is also a fairly cheap example of the Supercar, being available for between \$40,000 and \$65,000 depending on the model - a fair cry from the \$125,000 a Ferrari F40 would have set you back. What then was left to buy there is...

SUPERCAR #3: McLAREN F1
Snatching the title away from Ferrari as the fastest production car in existence, as you might imagine the McLaren F1 is the admiration of the company's Formula one technology, combined inside the sleek lines of a street-legal Supercar. Capable of speeds in excess of 240 miles per hour (provided you have a very long road indeed), this is certainly the car of choice for the sports car community. It looks totally unreal and the local race runs up to probably the closest you'll ever get to driving one.

SUPERCAR #4: PORSCHE 911
One of the oldest bona fide Supercars in existence,

the Porsche 911 hasn't really changed that much in shape since its debut in the early seventies. However, Porsche have been constantly refining its performance and it is no wonder for its razor-sharp acceleration and handling as it is for its impressive top speed. Probably about as controllable as the Dodge Viper and a lot easier to get to grips with than the F1 and the F40 (just not as fast, that's all).

OUT NOW

BUG TOO!

BY SEDA TAYLOR 8/16

After being first revealed at the E3 convention last year in Los Angeles, the average Saturn gamer on the streets finally gets to sample the latest installment in Bug! excitement from the much-fancied Sega Away Team. Any one expecting any great departure from the first Bug! is in for a disappointment as the sequel follows much the same route: It's just got a whole lot bigger and more enjoyable. The lack of variety levelled at the first game has been sorted out and the range of tasks for Bug! and his pals to wade through is



pretty impressive.

However, the first game really suffered because it became very frustrating to play. Enemies would leap on screen at phenomenal speeds, making the game more a test of memory than of skill. And that's the main problem with the sequel too: a

fact which is bound to put the same people off this game as it did for the first Bug!

Saturn platformers are pretty few and far between, but the genre has come on leaps and bounds (excuse the pun) and we should have expected a bit more from Bug! Too!

DOOM

BY GUY 10/10 8/16

One of the most awaited of Saturn games has swiftly become one of the most reviled in the scant weeks that it has been on sale. It's software revolutionised gaming with their amazing



console blast em up and just about every conversion (even the jiff one!) has managed to retain in the brilliant gameplay of the PC original.

Unfortunately UK coders Rage Software are behind this. A fraudulent Doom relies on a smooth 3D update to maintain its game balance and

SONIC 3D BLAST

BY SEDA TAYLOR 8/16

After the demise of Sonic X-Treme, Sega desperately needed a Sonic game for the Saturn. Enter Sonic 3D Blast, a game which is basically an enhanced version of the excellent Megadrive title Sonic 3D: Flicky's Island. In a break from Sonic tradition, 3D Blast is set in an isometric game play arena. Sonic's task is to collect the usual rings along with Flickies (little birds) which he leads to safety. Highlight of the game is the full 3D Special Stage - an enhanced version of Sonic's brilliant sub-game. It's no surprise that this is the best bit so it is the only aspect of the title coded by Sega of Japan's Sonic Team.

And maybe that's the problem. 3D Blast was brilliant on the Megadrive, but when it comes to Sega Saturn, you can't help but want a game that stretches the machine to the limits of its capabilities - just as the original Sonic games did for the 16-bit Sega system. You just can't get away from the fact that although very playable, you should be getting a whole lot more from a Sonic title.

The bottom line is that Sonic 3D Blast is an enjoyable enough game, but "enjoyable enough" isn't quite the same as "epoch-making" - a phrase synonymous with true Sonic Team produce.



playability, which have been shot completely out of the window with the most janky 3D display ever seen in a Saturn game of this genre.

Excuses like "the Saturn isn't up to it" are clearly rubbish after Alien Trilogy and especially Enhanced, which is 30% smoother than PlayStation Doom with far superior lighting effects. What is clear is that Rage and GT have let Saturn gamers down badly with a horrible, incompetent rendition of a gaming classic which should be avoided at all costs.

ugly presentation when the camera zooms in on the players. Which is quite a lot.

The visuals could be forgiven if the game was good and although it's not an affront, it's hardly the instructional exercise that Madden's is. In fact, an enormous cheat chart is provided to tell you what buttons do what action in what circumstances. Hmmmm. Not good.

This country isn't exactly decked out with American football fans and unlike Madden this is unlikely to convert you

DARK SAVIOR

BY SEDA TAYLOR 9/16

From our research (and indeed the sheer number of phone calls we get here at SSM Central), it's obvious that a great many Saturn owners get a lot of enjoyment out of role-playing games.

Climax's Dark Savior is probably the best adventure game available on any game system and it's out now, hence the special Game of the Month status for this excellent title.

Imagine LandStalker on the Megadrive. Give this game a true 3D engine with scenery displayed using texture-mapped polygons and you have some idea of the basic system. Dark Savior improves. Add in a brilliant combat system combined with an amusing and detailed plot line and you have an essential adventure game. Dark Savior succeeds on a multitude of levels. The adventure itself is deep and compelling and the user interface is easy to understand and get the



most out of - there's even useful compatibility with the NIGHTS pad. Also of note is the Parallel system.

Depending on how you handle the first scenario of the game you're teleported to one of five different quests, and these in themselves change according to your performance, making for a vast amount of replayability in this brilliant game. Game of the Month for one, this is just great!



QUARTERBACK CLUB 97

BY ACCLAIM 04/10 9/16

Football has updated their American Football simulation game just in time for Christmas, which unfortunately is exactly the same time that Electronic Arts have chosen for the Saturn rendition of John Madden Football II.

This new Quarterback Club isn't really a bad game. It's just that in every aspect (bar the recreations of famous games) it's totally out-quilted by the EA effort. Quarterback Club's graphics in particular stand out as being poor, with a janky display, horrible RGB borders and some hugely



NBA JAM EXTREME

BY ACCLAIM 04/10 7/16

Acclaim are no doubt encouraging you to "Jam in the Jam!" with this new 3D edition of the much vaunted NBA Jam series - hardly a recommended activity if this "Extreme" version is the best Acclaim can do.

In terms of what this offers over the previous versions, the answer has to be simply "more". In addition to the common on-guard Turbo button, there's also an "Extreme" button which helps open up over 30 new techniques added into this version of the game. Making the whole shabang look a bit



Introducing...

SHINING THE HOLY ARK

In the village here, our heroes are taking a bit of a rest in the church. As you can see the usual Shining game interface remains pretty much the same.



Here you can see the more detailed 3D areas that Shining the Holy Ark contains. This is outside a nice forest system (which is picture-wise), and is graphically lovely. The place to stick up in it the nearby village, which again is rendered in some stunning 3D. Yep, this game is cool as hell.



Judging by the clean screenshots of letters and phone calls the hapless SEGA SATURN MAGAZINE staff have had to endure from stock gametrails, it would appear that Shining Wisdom is one of your most favourite of games. Now SSM is proud to reveal the all-new sequel right here on this page!

So what's old and what's new? Definitely fitting into the former category is the control system. The excellent cross system employed since the original Megadrive game, Shining and the Darkness, remains in full effect and makes Shining the Holy Ark just as easy to get into as the other classic in the field.

What's new should be clear to see from the myriad screenshots dotted around the pages: just about everything is now in three dimensions, making this adventure look a whole lot more special than previous Shining epics. Although not quite in the same league as say, a driving game like Sega Rally, Shining the Holy Ark does look very nice indeed. In fact, the rendered 3D villages and mountainsides look great. Definition is lost when you enter a caves system or a forest, but overall, the effect is of one great looking adventure.

SEGA SATURN MAGAZINE has just taken delivery of a final Japanese version of the game and has spent a few hours beavering away at it, despite the Japanese text (hey, it didn't stop up finishing Dark Savior!) The emphasis of the game remains on combat, which is no bad thing. Shining games have always been great fighting festivals and Shining the Holy Ark is no exception.

Overall then, this is definitely one game to look out for. And it is getting a UK release. More details in a forthcoming issue.



Shining the Holy Ark is very similar in concept and execution to the previous Shining games, which is no bad thing. However, the big difference occurs the graphics, which are now utilizing bettered images in strategic areas, providing a visually superior role-playing experience. *Markus*



Here we see our heroes suffering under a magical attack from a bat. However, actually, there's a ton of cool combat in Shining the Holy Ark, just like in the previous games.

Dear Newsletter,

In my view, SEGA SATURN MAGAZINE is the greatest monthly publication in the world and I want you - you YUU - to put it aside for me on a monthly basis, in case they're all stolen, or bought, or obstructively alien or something.

NAME

ADDRESS

NEXT MONTH...

It's *Manx TT* to the max in the next issue! We have the first full review of this potentially ace biking game along with a brilliant showcase! Expect the best! Also we should be getting the first Resident Evil Saturn shots! The much vaunted Touring Car Championship interview might actually happen in time for the next issue and RPG fans should get a big kick out of our brilliant Dark Savior guide! Come on... it's SSM. You know the next issue will be ACE!

SEGA SATURN MAGAZINE, APRIL ISSUE, OUT 15 MARCH, PRICE £2.75.



Hold on to your shorts little man.....
here's your chance to play with the Big boys!



NBA JAM EXTREME



Hold on to your shorts little man - this is your chance to play with the big boys! NBA Jam Extreme takes Basketball to new heights, featuring ballistic graphics and ultra-addictive gameplay. Full 3D retoscoping makes our 170 NBA superstars look prettier than the originals and now there's even more control from a range of killer 'Extreme' moves. You also get to eat clouds more than ever with an even wilder selection of anti-gravity, out-to-lunch monster dunks!
Boomshakalaka! Don't look down!

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